Privateer Press™

NO QUARTER

INE™

ISSUE Nº 13
$5.99

HORDES

EVOLUTION
Cavalry Preview

WARMACHINE

GUTS AND GEARS
Utterly Twisted—
The Leviathan and Striders

JULY 2007

8 75582 00354 7

SUMMER RAMPAGE!
A HORDES vs. WARMACHINE League
PLAYER KIT INSIDE!

Dominate, Destroy, Devour!

HORDES™

Evolution

MONSTROUS MINIATURES COMBAT

There's only room for one at the top of the food chain! Devour the competition with the many choices found in *HORDES: Evolution*, the new expansion to the hugely popular game of monstrous miniatures combat. With all new options like maneuverable cavalry, feral minions, deadly weapon attachments, powerful new warlocks, and battle-adapted alpha warbeasts, *HORDES: Evolution* is the most loaded miniatures book to date from Privateer Press.

In Stores This August!

PRIVATE
PRESS

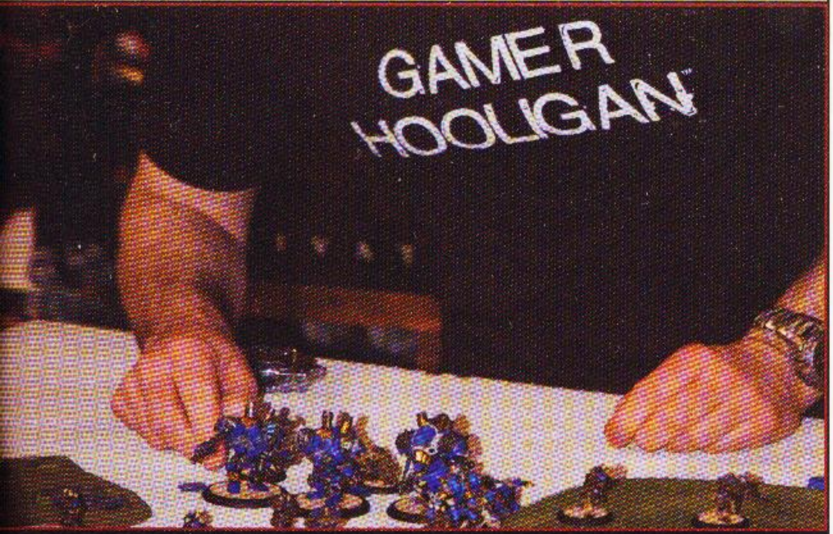
VISIT WWW.PRIVATEERPRESS.COM

On the Cover

Legion of Everblight Raptor by Karl Richardson

Karl Richardson has illustrated sci-fi and fantasy art for nearly seven years. Karl has enjoyed several years freelance work doing comic work, covers, and book illustrations. Karl has worked for 2000 AD, AEG, Upper Deck Entertainment, and of course, Privateer Press. When Karl isn't wrestling and breaking furniture with his 3-year-old son, he works on his own personal projects. "Maybe one day," he says, "one of them will see the light of day!"

CREDITS



Guess That Gamer Hooligan!

Oh, all right, we'll just tell you. It's Privateer Press' Creative Director Matt Wilson, taking time off from his busy schedule to throw down with some of the top WARMACHINE players around. Find out more about our first WARMACHINE Invitational on page 88.

PRIVATEER PRESS™

President: Sherry Yeary • Creative Director: Matt Wilson • Project Director: Bryan Cutler • Lead Developer: Jason Soles • Art Director: Kris Aubin • Marketing Manager: Nathan Letsinger • Development: Rob Stoddard • Production Manager: Mark Christensen

Editor in Chief: Nathan Letsinger

Managing Editor: Eric Cagle

Creative Director: Matt Wilson

RPG Content Manager: Nathan Letsinger

Hobby Content Manager: Rob Stoddard

RPG Design: Doug Seacat

No Quarter Editor: Christopher Bodan

Continuity Editor: Jason Soles

RPG Rules Editor: Kevin Clark

Graphic Design: Josh Manderville

Photography: Steve Angeles

Contributors
Rob Baxter, Duane Boyd, David "DC" Carl, David Dauterive, Moray Grant, Justin Herring, Luke Johnson, Adam Poirier, Todd Rumbach, BA Sparks, Brian Speicher, Dietrich "Deke" Stella

Miniatures Painters
Todd Arrington, Matt DiPietro, Mengu Gungor, Ron Kruzie, Dave Perrotta, Quentin Smith, Rob Strohmeyer

Art/Photography
Mike Bruinsma, Chippy, Eric Deschamps, Matt Dixon, Mark Gibbons, John Gravato, Rob Hawkins, Karl Richardson, Brian Snoddy, Andrea Uderzo, Chris Walton, Eva Widermann, Matt Wilson

Special Thanks
Everyone at the Invitational!

No Quarter Magazine

All contents herein including Privateer Press, Iron Kingdoms, Full Metal Fantasy, WARMACHINE®, HORDES, No Quarter Magazine, Formula P3, Infernal Contraption, BODGERS, Gamer Hooligan, all related logos, character names and distinctive likenesses, places, things, and story elements are © and/or ™ 2001-2007, Privateer Press, Inc. First printing Vol. 2, Issue 13: July 2007. Printed in the USA. All rights reserved. This magazine contains works of fiction, any resemblance to actual people, organizations, places, or events in those works of fiction are purely coincidental. Duplicating any portion of the materials herein unless specifically addressed within the work or by written permission from Privateer Press is strictly prohibited. In the event that permissions are granted such duplications shall be intended solely for personal, noncommercial use and must maintain all copyrights, trademarks, or other notices contained therein or preserve all marks associated thereof.
Two shots below the waterline for the scallywag who pirates the pirates. Ye been warned.

FIRE IN THE HOLE

What I did on my summer vacation: RAMPAGE!

Ah summer! It's a fleeting season here in perpetually overcast Seattle, so we always make the best of it. For us at Privateer Press that means both playing hard–see the details of our first WARMACHINE Weekend Invitational on page 88–and also working hard so that you can make the most of it too.

So forget your vacation plans or your decision to remodel the house and join us for what's going to be the best summer ever spent on a tabletop. Let's take a look at all the fun you can have without going through a gallon of sunscreen or spackle.

We're kicking things off right at the Origins convention in early July with the release of the highly anticipated *Monsternomicon Vol. II: The Iron Kingdoms and Beyond* and the fun new Infernal Contraption card game (see our preview in the Poop Deck).

Immediately following, and not to be missed, is the SUMMER RAMPAGE league in stores worldwide (see page 46) that pits the factions of WARMACHINE and HORDES against each other like never before. The development team has gone out of their way to make this a summer to remember with all new ways to rip your foes apart in style. And for our friends south of the equator, you better shed your winter coat, it's going to get hot in here.

Of course, SUMMER RAMPAGE leads up to the summer blockbuster, *HORDES: Evolution*. In this issue we preview the new cavalry, but really we've only begun to scratch the surface of all this book has to offer. Once you get your paws on this book, the new warlocks, and cavalry models, your summer fun is going to blaze like an inferno.

That's only some of the highlights in this issue. Don't miss your chance at cold hard cash prizes from the Privateer Press painting contest, or the US NATIONALS at Gen Con Indy, featuring both HORDES and WARMACHINE players battling it out for top honors. In this issue you'll hear from the 2006 Champions one last time (see page 55) as they prepare to take on the evolving competition.

Speaking of evolution, this issue sees the return of Guts & Gears and the Pendrake Encounters, transformed and adapted with your feedback over the years. When we last heard from Professor Pendrake, the Skorne had captured him and sent him to the eastern reaches of Immoren. He recorded his adventures and harrowing escape in the second volume of the award-winning *Monsternomicon*, appearing in stores this July. Starting with this issue, the Pendrake Encounters will feature playable encounters with creatures from both volumes of the *Monsternomicon*. Guts & Gears returns and takes a slower evolutionary route as we continue to get your feedback. Don't worry, Guts & Gears will still focus on the fighting men, machines, and beasts of the Iron Kingdoms, but in future issues we'll include more tips on how to bring the world of the Iron Kingdoms to your tabletop by presenting you with painting, modeling, and tactics options. Altogether we believe these changes preserve the parts you like best and bring you even more useful material for your tabletop experience.

What are you waiting for?
Summer is here. Rampage!

As always,

Play Like You've Got a Pair!

Nathan Letsinger

-Editor in Chief

TABLE OF CONTENTS

Issue No. 13

Fire in the Hole 2
Letter from the Editor-in-Chief

Bosun's Call 4
Letters to the Editor and general shenanigans

News From the Front 6
Events and important news from around the world

New Releases 8
The latest Privateer Press products for July and August

HORDES Preview: Sound the Charge! 12
Saddle up! A sneak peek at *HORDES: Evolution* cavalry

Battle Report: Of Ice and Blood 18
The Legion and Khador have one seriously bloody snowball fight

Scores to Settle 36
HORDES and WARMACHINE collide in this new Iron Kingdoms fiction

Summer Rampage 46
Everything you need for this HORDES vs. WARMACHINE summer league

Overkill! 52
Don't just crush your opponent...go for the OVERKILL

Trail of Champions 55
The Champions are ready to get to business of settling who's the best

Modeling and Painting: Bog Trogs 62
Ron Kruzie shows how to paint your Bog Trog minions

Modeling and Painting: Extra! 64
A step-by-step guide to assembling your own Bronzeback Titan

Terrain: Bogged Down 66
How to make swamp-themed terrain and Gatormen huts

Guts and Gears 70
The Leviathan and the Striders — two brands of vileness

Secrets of Five Fingers: Under Five Fingers 78
The hidden tunnels and abandoned caverns beneath Five Fingers

Pendrake Encounters: The Sand Dervish 84
Meet a creature as shifty as a sand dune in this adventure

WARMACHINE Invitational Weekend 88
A whole weekend of playing nothing but WARMACHINE? Sign me up!

Hardcore Decisions 90
Prepare for Hardcore without the 80's style training montage

Drawn & Quartered / Player Gallery 95
IK inspired comic and some of the best fan-based paint jobs around

BOSUN'S CALL

LETTERS

Hi guys! I recently picked up a Cygnar box set and a few other odds and ends to flesh out my army, but I have not had a chance to really play all that often. My store has been running the Call to Arms league since February and it looks like a bunch of fun. However, between being new to the game and having a job that makes it hard to get down to the store as often as I would like, I know that I probably won't have a chance to win any of the cool pins. For a player like me, why should I join up for the league?

—Sniperthebear

Actually, we're happy to say that you are exactly the type of player we had in mind when we decided to create our league format! There are a few great reasons to join the league in your case.

1.) The pins are indeed cool and they do make for some fun goals to shoot for. However, don't forget that the collectable patches are obtained through simple participation. Regardless if you get 50 games or five throughout the course of the season, that patch is yours.

2.) While playing in a league, the scenarios and scoring system shake things up each and every week. Even if you normally only get two or three casual games in every month, the league content will help make sure that your games have a little extra flavor.

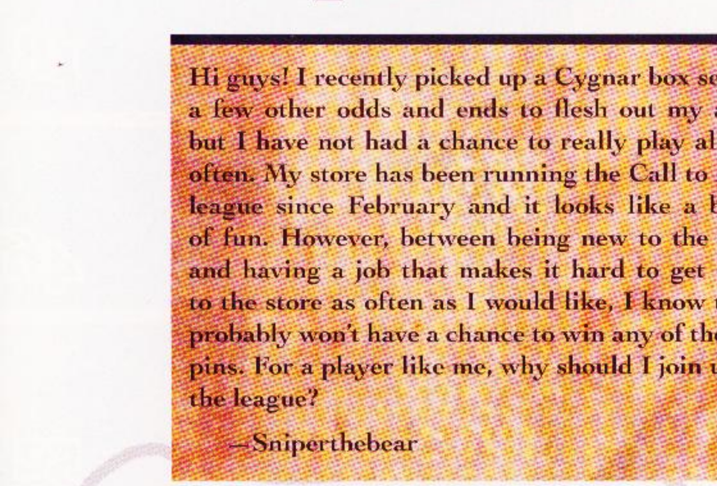
3.) As with most organized play, a well-attended event helps build your local gaming community. We all know that more opponents mean more chances to play, and thus, more fun!

As a GM, I am constantly looking for new ideas and inspiration for my roleplaying game. The Guts & Gears and the Pendrake Encounters articles offer just that. I would hate to see these columns cut, as they really do add a lot more flavor to the IK world and increases the depth of play for both GM's and players alike.

–Flash, from the Privateer Press Forums

You'll be happy to hear that both Guts & Gears and the Pendrake Encounters are in this issue after having gone missing from last issue to make room for the Mercenary Privateers models. We received several emails telling us how much readers like both Guts & Gears and the Pendrake Encounters. While we don't have plans to cut them, in the future, both Guts & Gears and the Pendrake Encounters will evolve in format. For example, in this issue's Pendrake Encounters provides you with a playable encounter based on an undead sword-master from the newly release *Monsternomicon, Vol. II.* Let us know what you think.

Todd Rumbach from Central Command Games presents an interesting twist—what if Caine and some warjacks defended the Alamo...?



Got a cool landmark in your town? Send us pictures of your 'jacks out on walkabout to

jackabouttown@privateerpress.com

If we like 'em, we'll print 'em.

The Theater Of War campaign released in NQ #8 for the city of Sul was great! Are there going to be any more TOW campaigns in upcoming NQ issues soon? I'd love to see them, since playing in campaigns is my preferred style of play.

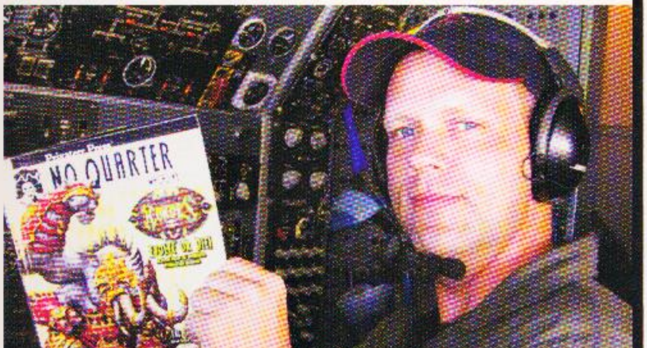
—Temple of Sul, from the Privateer Press Forums

HORDES: Evolution (releasing this August) is planned to have a Theater of War for HORDES. More WARMACHINE and HORDES Theater of War campaigns may appear in future issues of No Quarter. We'd like to hear more from readers on Theater of War and campaigns. Discuss it with us on the No Quarter forums at: forums.privateerpress.com.

I would like, as well as many others out there, if there is a chance we can get a poster size map of the IK world. I love looking at the maps in WARMACHINE and HORDES books, but I would really love both of them put together in to one big map. How's that sound?

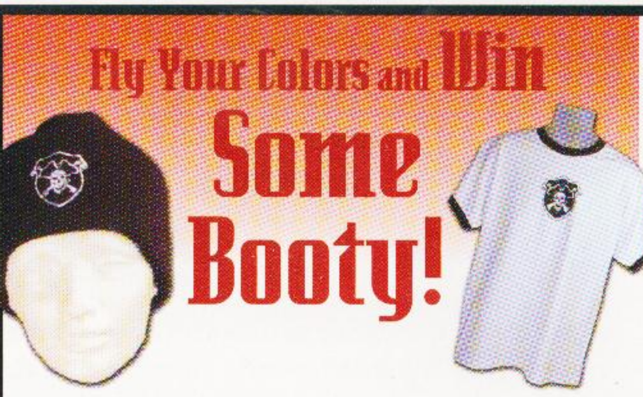
—Raza Decon, the Privateer Press Forums

That sounds great to us. Iron Kingdoms fans should look no further than *Monsternomicon, Vol. II: The Iron Kingdoms and Beyond*—arriving in stores this July—for a 16" x 20" full-color map of the entirety of Immoren, featuring the photo-realistic cartography found in *HORDES: Primal* and *HORDES: Evolution* and made by the same fine cartographer as the *Five Fingers: Port of Deceit* city map.



US Air Force Flight Engineer Thomas Dill takes No Quarter to new heights and is caught reading at 29,000 feet by his pilot.
Where have you been caught reading No Quarter (and no, the bathroom doesn't count...)? Let us know at:
submissions@privateerpress.com

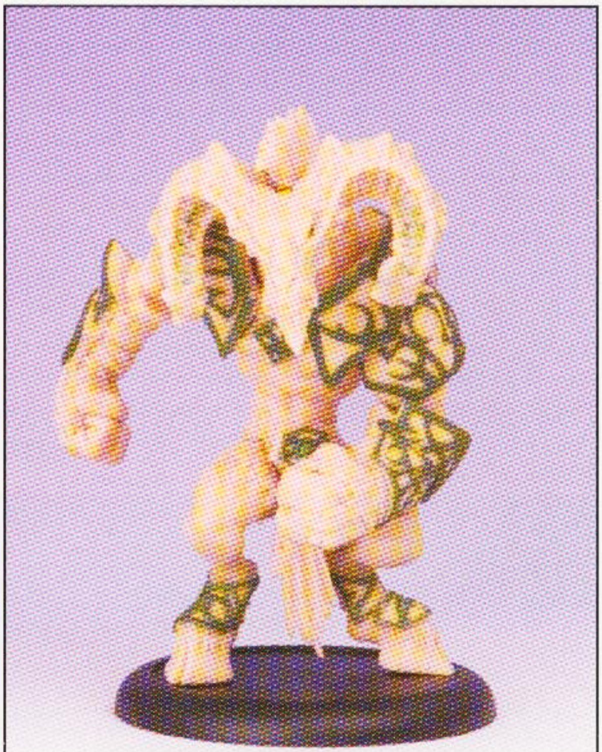
Fly Your Colors and Win Some Booty!



Wear your Privateer Press gear to a convention this summer and you could win some amazingly cool prizes! All you have to do is proudly fly the Privateer Press colors (like our t-shirts, faction patches, or even a costume of your favorite Iron Kingdoms character) to an event attended by the Privateer Press Staff.

If we spot you, and like the cut of your jib, you'll receive a raffle ticket, providing a chance to win a prize from the drawing at our booth. Inquire at our convention booths for details, and more importantly:

Wear your colors with pride!



IN THE WORKS

Curious HORDES players should look for the background details of several deadly new warbeasts, such as the Circle Orboros Gnarlhorn Satyr pictured here, in the new *Monsternomicon Vol.II : The Iron Kingdoms and Beyond* releasing this July.

NEWS FROM THE FRONT

News From the Front brings you recaps and advance information aboutWARMACHINE and HORDES related events from around the world. Is there a cool event taking place in your area? Send your report or information to: *submissions@privateerpress.com*

SALUTE '07

What is Salute? One entire day of unadulterated miniatures madness! This London show squeezes more manufacturers, events, and miniatures games into a seven-hour window than the laws of physics should allow. This year's show, held for the second year at the new venue of Excel, Docklands on April 21st, saw even larger attendance than last year.

Events included the gorgeous and epic "Battle for Glimmerwood Railhead" mega-battle, run by Craig Grady and the Wigan Wargamers; the perfectly formed, home brewed adventure game "Guts 'n' Glory" by Buccaneer Bass; and the Golden Goblins pitting the plucky Corvis City Guard members against a horde of undead, showcasing events from the Witchfire Trilogy.

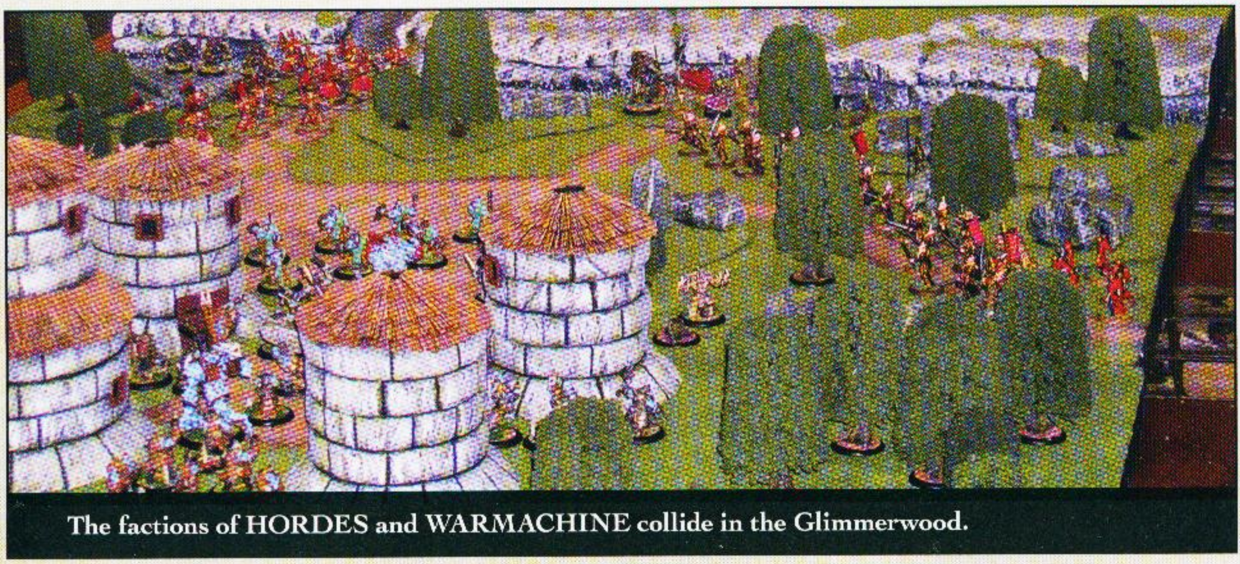
The calm before the storm that was Salute '07.

The "Ready to Rumble" event ran all day. This rolling battle for survival allows players to drop in and set their best scores for the day using a selection of armies on offer, representing all factions both HORDES and WARMACHINE. Cygnar took the day, with the Trollbloods barely losing out on time as the show came to a close. The speed painting tournament was fully booked throughout the day.

If this wasn't enough, players were lucky enough to plunder a few sneak peeks at Captain Shae plus crew and some HORDES goodies. Members of the Press Gang ran demos throughout the day, some coming all the way from Scotland and Sweden to help out.

The effort made by volunteers for this show was tremendous and we are looking forward to continuing its support of the show next year.

— Moray Grant



The factions of HORDES and WARMACHINE collide in the Glimmerwood.

Players throw down in a rolling battle known as "Ready to Rumble."

Heavy Metal Dayz

Heavy Metal Dayz in Germany has managed to maintain its status as hosting one of the most popular HORDES and WARMACHINE tournaments run in Europe. This year proved no exception. Booked for months in advance, a sizable throng filling the hall in Bottrop for the event and a huge waiting list grew as players dreamed for a slot to open up, allowing them a chance of getting in to play. There seems little doubt that this event will continue to grow every year!

The main tournament, a mixed event, allowed players of both HORDES and WARMACHINE a chance to go head to head. Prizes went for such categories as Best Painted Army and Quickest 'Caster Kill, with a special award granted for destroying the most warjacks or warbeasts over the course of the day. Nico Notthoss won that award, with a staggering body count of 22. Janos Saelzer took Overall Winner with Cryx army lists featuring the Witch Coven and Skarre.

We look forward to making Heavy Metal Dayz even bigger and better next year. Sign up early if you can.

— Moray Grant

Winner of the "Best Painted Army" Award.

PRIVATEER PRESS
WORLD WIDE EVENTS 2007

SAN DIEGO COMIC-CON (7/26 — 7/29)

THURSDAY - SUNDAY

Tour of Duty (new game starting each hour)	11:00 AM-5:00 PM

GEN CON INDY (8/16 — 8/19)

THURSDAY

Game On	11:00 AM
WARMACHINE & HORDES Nationals (Qualifier)	11:00 AM
Tour of Duty (new game starting each hour)	11:00 AM-5:00 PM

FRIDAY

Game On	11:00 AM
WARMACHINE & HORDES Nationals (Qualifier)	11:00 AM
Tour of Duty (new game starting each hour)	11:00 AM-5:00 PM

SATURDAY

WARMACHINE HARDCORE	10:00 AM
Tour of Duty (new game starting each hour)	11:00 AM-5:00 PM

SUNDAY

WARMACHINE & HORDES Nationals Finals	10:00 AM
Tour of Duty (new game starting each hour)	11:00 AM-2:00 PM

PAX (SEATTLE) (8/24 - 8/26)

FRIDAY

Tour of Duty "Opening Salvo"	2:00 PM-6:00 PM (new game starting each hour)
"Working Man's Tourney" (Steamroller)	7:00 PM

SATURDAY

HARDCORE	11:00 AM
Tour of Duty (new game starting each hour)	11:00 AM-6:00 PM

SUNDAY

PAX Annual Invitational	11:00 AM
Tour of Duty (new game starting each hour)	11:00 AM-4:00 PM

For more info on Privateer Press events visit:

EVENTS.PRIVATEERPRESS.COM

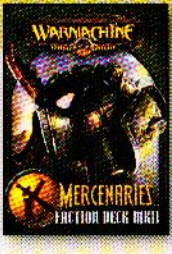
NEW RELEASES

WARMACHINE
CYGNAR
FACTION DECK MKII

WARMACHINE
Protectorate of Menoth
FACTION DECK MKII

WARMACHINE
KHADOR
FACTION DECK MKII

WARMACHINE
CRYX
FACTION DECK MKII


WARMACHINE
MERCENARIES
FACTION DECK MKII

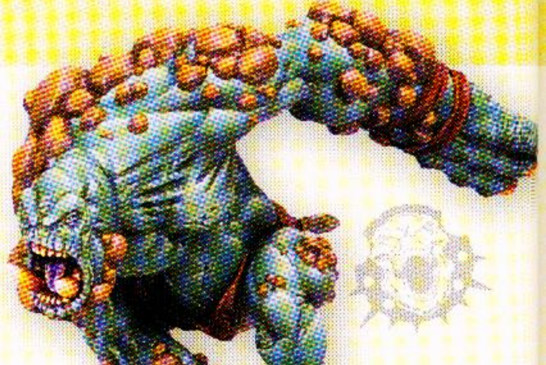
WARMACHINE
FACTION DECKS MKII

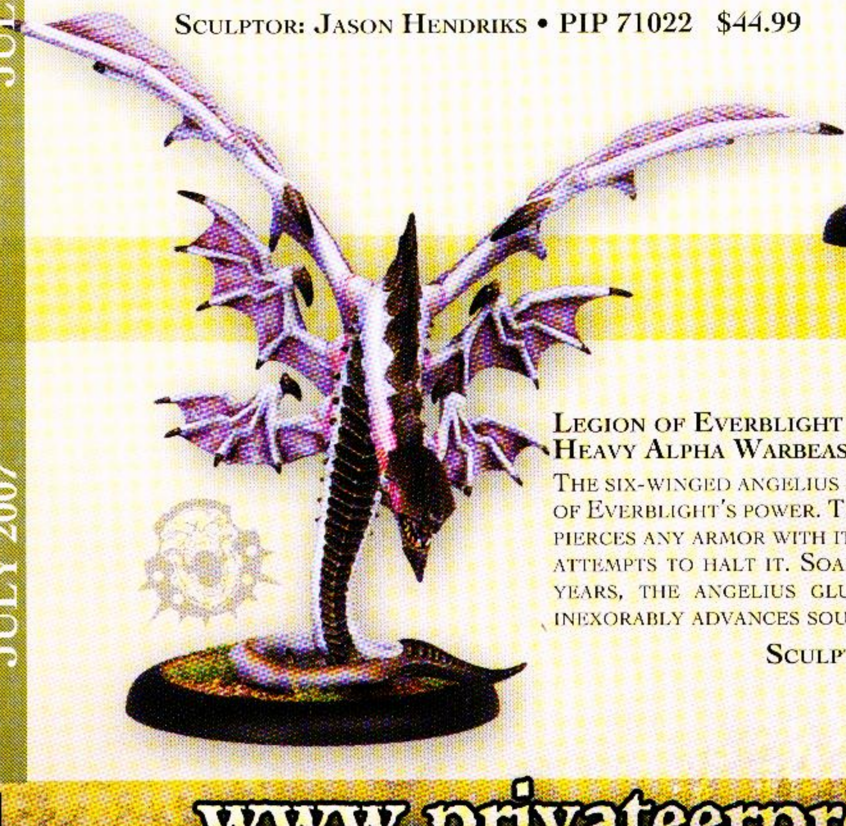
CYGNAR STAT CARD FACTION DECK MK II • PIP 91016 $16.99
PROTECTORATE OF MENOTH STAT CARD FACTION DECK MK II • PIP 91017 $16.99
KHADOR STAT CARD FACTION DECK MK II • PIP 91018 $16.99
CRYX STAT CARD FACTION DECK MK II • PIP 91019 $16.99
MERCENARY STAT CARD FACTION DECK MK II • PIP 91020 $16.99

TROLLBLOOD EARTHBORN
DIRE TROLL HEAVY ALPHA WARBEAST

THE EARTHBORN DIRE TROLL'S SKIN RIPPLES AND CHANGES AS IT CHARGES AT ITS PREY. THESE BEASTS EXEMPLIFY TROLL ADAPTABILITY BY GROWING STRONGER, FASTER, OR MIMICKING THEIR ENEMIES' POWER. THEY CREATE A SYMPATHETIC HARMONY WITH OTHER DIRE TROLLS TO HEAL THE GRAVEST WOUNDS RAPIDLY AND SURPASS THE PETTY INNOVATIONS BUILT BY THE CUNNING MACHINATIONS OF MAN, SKORNE, OR DRAGON.

SCULPTOR: JASON HENDRIKS • PIP 71022 $44.99





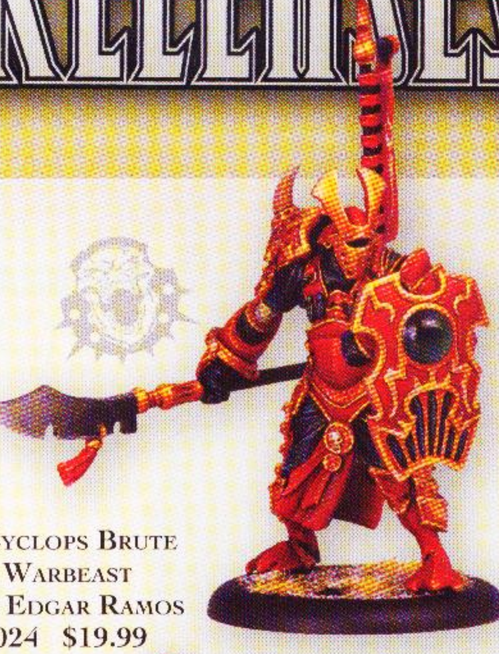
LEGION OF EVERBLIGHT ANGELIUS
HEAVY ALPHA WARBEAST

THE SIX-WINGED ANGELIUS SCREAMS INTO THE SKY AS A PRONOUNCEMENT OF EVERBLIGHT'S POWER. THIS BEAST FALLS LIKE A SWORD UPON ITS PREY, PIERCES ANY ARMOR WITH ITS BARBED TAIL, AND RISES AGAIN DESPITE ALL ATTEMPTS TO HALT IT. SOARING FOR THE FIRST TIME IN TWO THOUSAND YEARS, THE ANGELIUS GLUTS ITSELF ON SLAUGHTER AS THE LEGION INEXORABLY ADVANCES SOUTH.

SCULPTOR: JEFF GRACE • PIP 73021 $29.99

NEW RELEASES

Circle Orboros Woldwyrd
Light Warbeast
Sculptor: Ben Saunders
PIP 72023 $9.99



Skorne Cyclops Brute
Light Warbeast
Sculptor: Edgar Ramos
PIP 74024 $19.99

Minion Gatormen Posse Unit Box

Among the most formidable warriors of all the savage natural species, gatormen augment their considerable natural brutality with oversized weapons. Even the barest scent of blood can drive them into a terrible killing frenzy, and a single gatorman can tear apart several men in a few seconds. They have no qualms about fighting for any species as long as they are provided with ample food.

Sculptor: Aragorn Marks • PIP 75008 $29.99 • (Blister) PIP 75009 $9.99

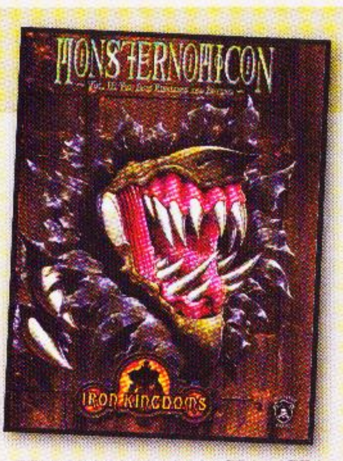
HORDES: EVOLUTION
TOKEN SETS

Trollblood Evolution Token Set
PIP 91012 $11.99

Circle Orboros Evolution Token Set
PIP 91013 $11.99

Legion of Everblight Evolution Token Set
PIP 91014 $11.99

Skorne Evolution Token Set
PIP 91015 $11.99



Monsternomicon Vol. II:
The Iron Kingdoms and Beyond
PIP 203 $39.99

NEW RELEASES

JULY 2007

Bodgers Game
Infernal Contraption
The Fun-Fueled Card Game of Mechanical Mayhem!

INFERNAL CONTRAPTION BASIC SET

An infectiously fun non-collectable card game for 2-4 players of age 10 and older, Infernal Contraption pits goblin mechanics against each other in a race to assemble often-backfiring, nigh-uncontrollable magical machines. Through the strategic placement of arcane components like arcantric funnels, chthonic grinders, and entropic processors, these gobbers risk life and limb to overcome the competition with the ultimate Infernal Contraption.

PIP 60001 $21.99

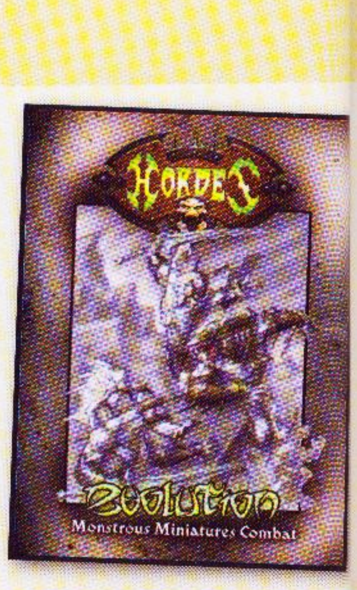
AUGUST 2007

HORDES: Evolution

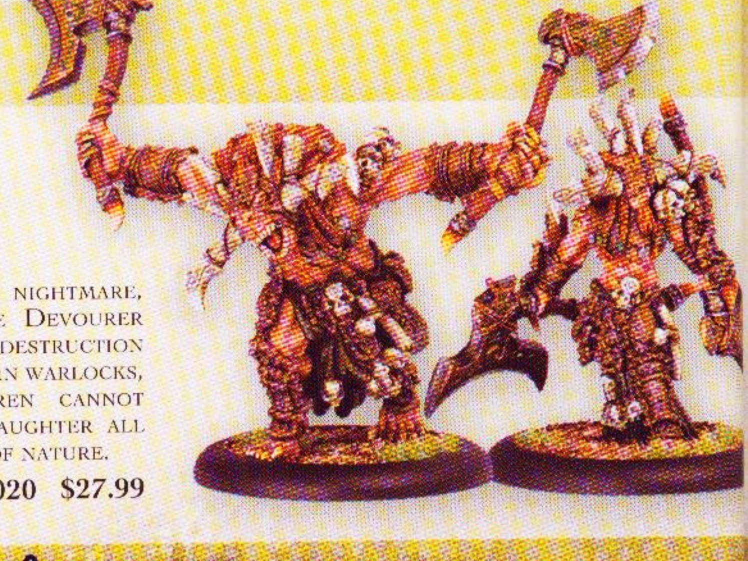
Evolve or die. Privateer Press presents the anxiously awaited first expansion for HORDES, the wildly popular game of monstrous miniatures combat. Featuring fantastic new models, additions to existing units, and rules expansions, *HORDES: Evolution* brings an unprecedented amount of flexibility to the bestial armies of Immoren. Including errata and clarifications, faction specific painting guides, and a complete Theater of War campaign, this massive tome has everything you need to bring your HORDES games to a whole new level. Evolve your game and give the more settled inhabitants of the Iron Kingdoms reason to fear the wild! Plunge into the fury-fueled intensity that is HORDES.

PIP 1011 $34.99

HORDES: Evolution Special Edition Hardcover
PIP 1012 $44.99



AUGUST 2007



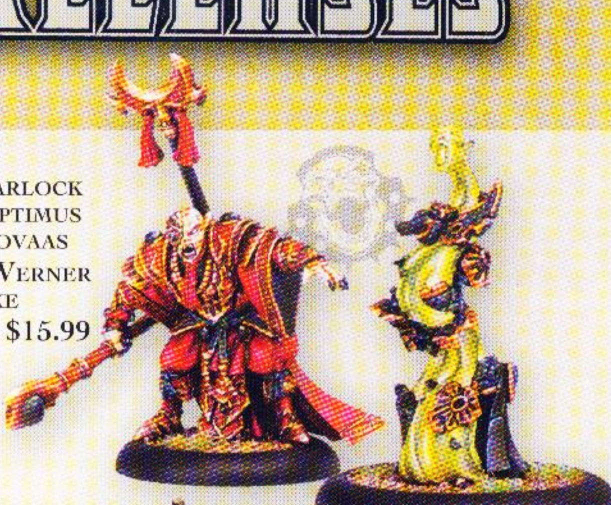
Circle Orboros Warlock Kromac the Ravenous & Beast Form

Barbarian chieftain, shaman, and living nightmare, Kromac the Ravenous draws upon the Devourer Wurm to transform into a beast and bring destruction upon all civilization. One of the few Tharn warlocks, Kromac commands powers his brethren cannot comprehend and leads his people to slaughter all opposing them like an unstoppable force of nature.

Sculptor: Stefan Nieheus • PIP 72020 $27.99

NEW RELEASES

LEGION OF EVERBLIGHT WARLOCK SAERYN, OMEN OF EVERBLIGHT
SCULPTOR: WERNER KLOCKE
PIP 73019 $9.99



SKORNE WARLOCK SUPREME APTIMUS ZAAL & KOVAAS
SCULPTOR: WERNER KLOCKE
PIP 74021 $15.99

LEGION OF EVERBLIGHT RAPTORS CAVALRY UNIT BOX

NYSS RAPTORS HUNTED FROM ATOP THEIR SWIFT AND SURE-FOOTED ULK LONG BEFORE THE RISE OF EVERBLIGHT. NOW THESE KILLERS RIDE AHEAD OF THEIR APPROACHING LEGION COMRADES TO TEAR APART ENEMY FLANKS WITH FLASHING SWORDS, WRECK FORMATIONS WITH PRECISION BOW-FIRE, AND LET THEIR BLIGHTED STEEDS ENTHUSIASTICALLY SLASH AND IMPALE WITH THEIR MASSIVE ANTLERS.

SCULPTOR: JOSE ROIG • PIP 73024 $49.99
(BLISTER) PIP 73025 $15.99

COMING SOON!
TROLLBLOOD WARLOCK BORKA KEGSLAYER & PYG KEG CARRIER
PIP 71021 $24.99

SKORNE PRAETORIAN FEROX CAVALRY UNIT BOX

PRAETORIAN FEROX RELY ON THE TREMENDOUS SPEED AND AGILITY OF THEIR MOUNTS TO DELIVER SINGULAR KILLING POWER AND SERVE AS A FORMIDABLE FORWARD STRIKE FORCE. FEROX CAN TEAR AT AN ENEMY'S FLANKS, CUT STRAIGHT THROUGH HIS INFANTRY FRONTLINE, OR LEAP CLEAR OF INTERVENING FORCES SET TO RECEIVE THEIR ATTACK. THEN THESE DESERT PREDATORS WHIRL ABOUT TO CUT THE ENEMY DOWN FROM THE REAR.

SCULPTOR: ARAGORN MARKS • PIP 74025 $52.99 • (BLISTER) PIP 74026 $17.99

Sound the Charge

By the **Privateer Press Staff** · Art by **Mike Bruinsma, Eric Deschamps, Matt Dixon, Karl Richardson, Andrea Uderzo, and Matt Wilson**

HORDES: *Evolution* introduces cavalry for each faction, bringing units of tremendous speed and impact to the game. In addition to being swift, each of these units is uniquely versatile.

We introduced cavalry for WARMACHINE in Superiority; players already familiar with thundering cavalry charges will have an easy transition incorporating these units into their HORDES armies.

However, Evolution also introduces a new category of mounted warriors: light cavalry. While similar to standard cavalry, light cavalry have important differences, unprecedented mobility, and unique tactical utility. Full rules appear in *HORDES: Evolution*, but provided here is a brief summary to give HORDES players a taste of the abilities of cavalry.

All cavalry units have the following abilities:

- **Cavalry Formation** – Cavalry troopers have an additional formation available to them, allowing them to be up to 5" apart. This allows cavalry to spread out and consequently attack targets that are further apart.
- **Tall in the Saddle** – Cavalry can ignore intervening models with smaller bases when making melee attacks. This makes it more difficult to block a cavalry trooper from his intended target.
- **Cavalry Charge** – Cavalry models gain +2 on charge attack rolls.

Standard cavalry such as Trollblood Trollkin Long Riders and Skorne Praetorian Ferox share the following features:

- **Ride-By Attack** – As an order, members of a cavalry unit can combine movement and action to begin their movement, make a combat action, and complete their movement. This allows tactics like killing one model and then moving to engage a different model further away which wasn't in a straight line from the first.
- **Impact Hits** – As the cavalry model moves forward on a charge, it can deliver impact hits with its mount to intervening models and then carry through to attack its charge target.

Light cavalry such as the Circle Orboros Tharn Wolf Riders and Legion of Everblight Raptors share the following features:

- The ability to make an additional movement equal to the unit's SPD after their combat action.
- Immunity to free strikes.
- May use their mount for initial attacks.

Light cavalry are a unique and dynamic threat which can attack and disengage to avoid counterattacks. Rather than smashing through enemy lines they can circle around or between enemy forces to deliver deadly attacks from unexpected directions.

TROLLKIN LONG RIDERS

Trollblood Trollkin Cavalry Unit

Galloping into battle on powerfully muscled bison, the resolute Long Riders shatter enemy lines with ease and can send even a titan tumbling back into the mud while their long-handled axes lay down deadly blows. The best trollkin warriors of the northern kriels mastered riding the wild bison that roam across many of Khador's open expanses to take advantage of their raw mass and speed. Long Riders are famed for their endurance, both sleeping and eating in the saddle on long journeys.

Using the Trollkin Long Riders

Long Riders deliver brutal charge damage and can endure tremendous punishment even unsupported. This makes them an ideal flanking unit, especially with an upkeep spell like Doomshaper's Fortune or Grim's Cross Country on them. Long Riders can slam enemies across the table with their Bull Rush order, causing collateral damage and knocking models down. With the most powerful mounts in the game, impact hits from bison can slaughter most infantry outright and may knock down anything that survives. A friendly Fell Caller's Open Road lets them ignore rough or screening terrain, while Grissel Bloodsong's Hoof It fell call can position them for the next turn. No one wants to be on the receiving end of a bison stampede.

SPECIAL RULES

KITHKAR

Leader

Bull Rush (Order) - Every Trollkin Long Rider who receives this order must either run or slam. A slammed model suffers a damage roll equal to the current POW of the Mount. If the slammed model collides with another model with an equal or smaller-sized base, that models suffers a collateral damage roll with a POW equal to the current POW of the Mount. After resolving the slam attack, a Long Rider may make a Cavalry Axe attack.

UNIT

Brace For Impact - When the Trollkin Long Rider is slammed, reduce the slam distance rolled by 3. If the total distance rolled is 0 or less, the Trollkin Long Rider is not knocked down. The Trollkin Long Rider is not knocked down when it suffers collateral damage from a slam.

Fearless - A Trollkin Long Rider never flees.

Tough - When a Trollkin Long Rider suffers sufficient damage to be destroyed, his controller rolls a d6. On a 5 or 6 the Trollkin Long Rider is knocked down instead of being destroyed. If a Trollkin Long Rider is not destroyed, he is reduced to one wound.

MOUNT

Critical Knockdown - On a critical hit, target model is knocked down.

UNIT

Brutal Charge - A Trollkin Long Rider gains +2 to Cavalry Axe charge attack damage rolls.

Reach - 2" melee range.

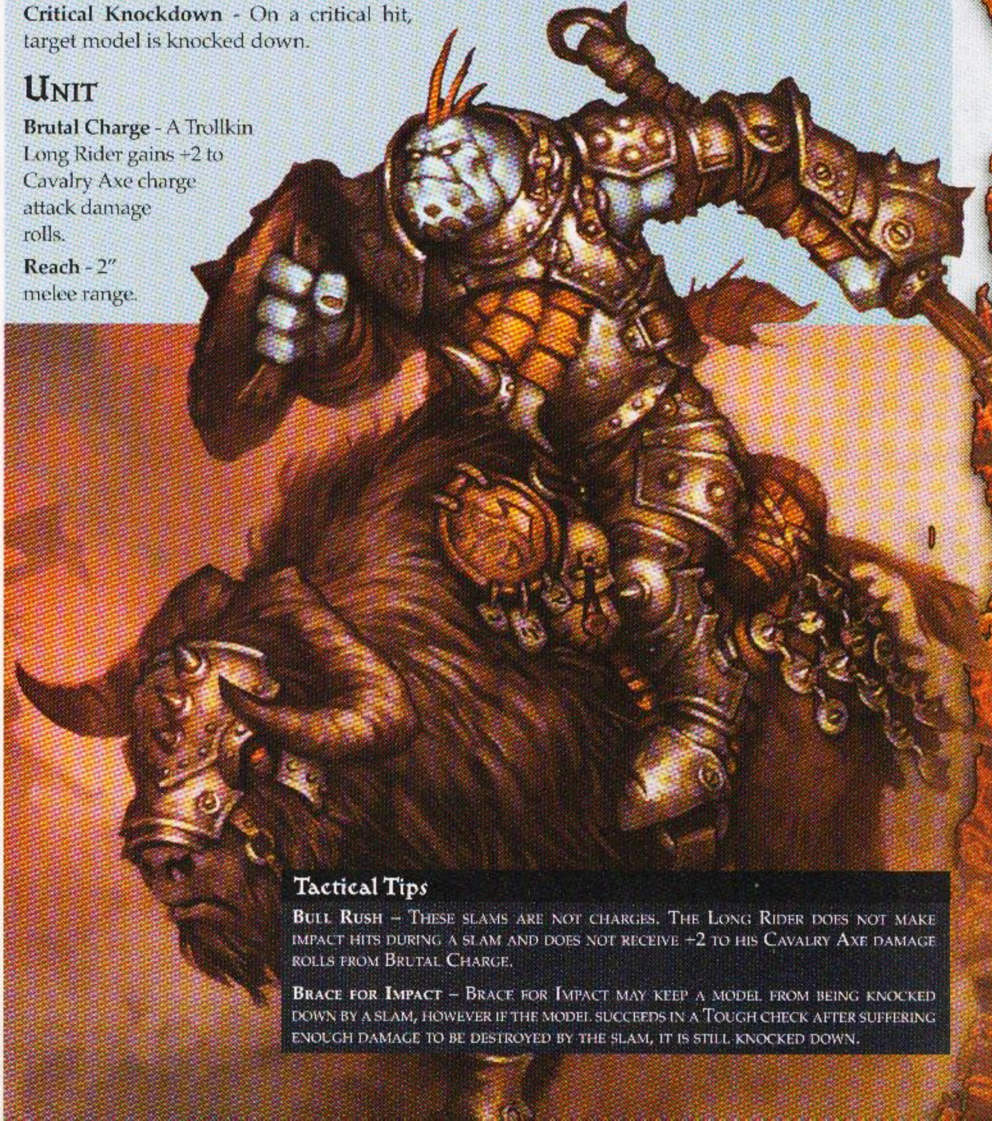
KITHKAR					CMD 9
SPD	STR	MAT	RAT	DEF	ARM
7	8	7	4	12	18

RIDER					CMD 7
SPD	STR	MAT	RAT	DEF	ARM
7	8	6	4	12	18

CAVALRY AXE		
SPECIAL	POW	P+S
Multi	5	13

MOUNT		
SPECIAL	POW	P+S
Critical	14	—

KITHKAR'S DAMAGE	10
RIDER'S DAMAGE	8
FIELD ALLOWANCE	1
VICTORY POINTS	3
LEADER AND 2 TROOPS	87
UP TO 2 ADDITIONAL TROOPS	26ea
BASE SIZE	LARGE



Tactical Tips

Bull Rush – These slams are not charges. The Long Rider does not make impact hits during a slam and does not receive +2 to his Cavalry Axe damage rolls from Brutal Charge.

Brace for Impact – Brace for Impact may keep a model from being knocked down by a slam, however if the model succeeds in a Tough check after suffering enough damage to be destroyed by the slam, it is still knocked down.

PRAETORIAN FEROX
Skorne Cavalry Unit

PRIMUS					CMD 9
SPD	STR	MAT	RAT	DEF	ARM
8	7	7	4	13	17

PRAETOR					CMD 7
SPD	STR	MAT	RAT	DEF	ARM
8	7	6	4	13	17

CAVALRY SPEAR		
SPECIAL	POW	P+S
Multi	6	13

BITE		
SPECIAL	POW	P+S
Ferox	12	—

MOUNT		
SPECIAL	POW	P+S
—	10	—

PRIMUS' DAMAGE	10
PRAETOR'S DAMAGE	8
FIELD ALLOWANCE	1
VICTORY POINTS	3
LEADER AND 2 TROOPS	81
UP TO 2 ADDITIONAL TROOPS	25ea
BASE SIZE	LARGE

SPECIAL RULES

PRIMUS

Leader

Spring (Order) - Every Praetorian Ferox who received this order must advance this activation. Before advancing, models that received this order may Jump. A Praetorian Ferox who recieved this order cannot use Jump after advancing.

UNIT

Grace - A Praetorian Ferox cannot be knocked down.

Jump - After advancing but before performing an action, a Praetorian Ferox may move up to 5". During this movment, the Praetorian Ferox may move over other models if it has enough movement to move completely past their bases, cannot be targeted by free strikes, and ignores rough terrain, obstacles, and other movement penalties and effects. The Praetorian Ferox may perform its action normally after this movement. Any effects that prevent charging also prevent Jump.

BITE

Ferox - The Bite attack cannot be used to make charge attacks. Do not add the Praetorian Ferox's STR to the POW of the Bite attack.

CAVALRY SPEAR

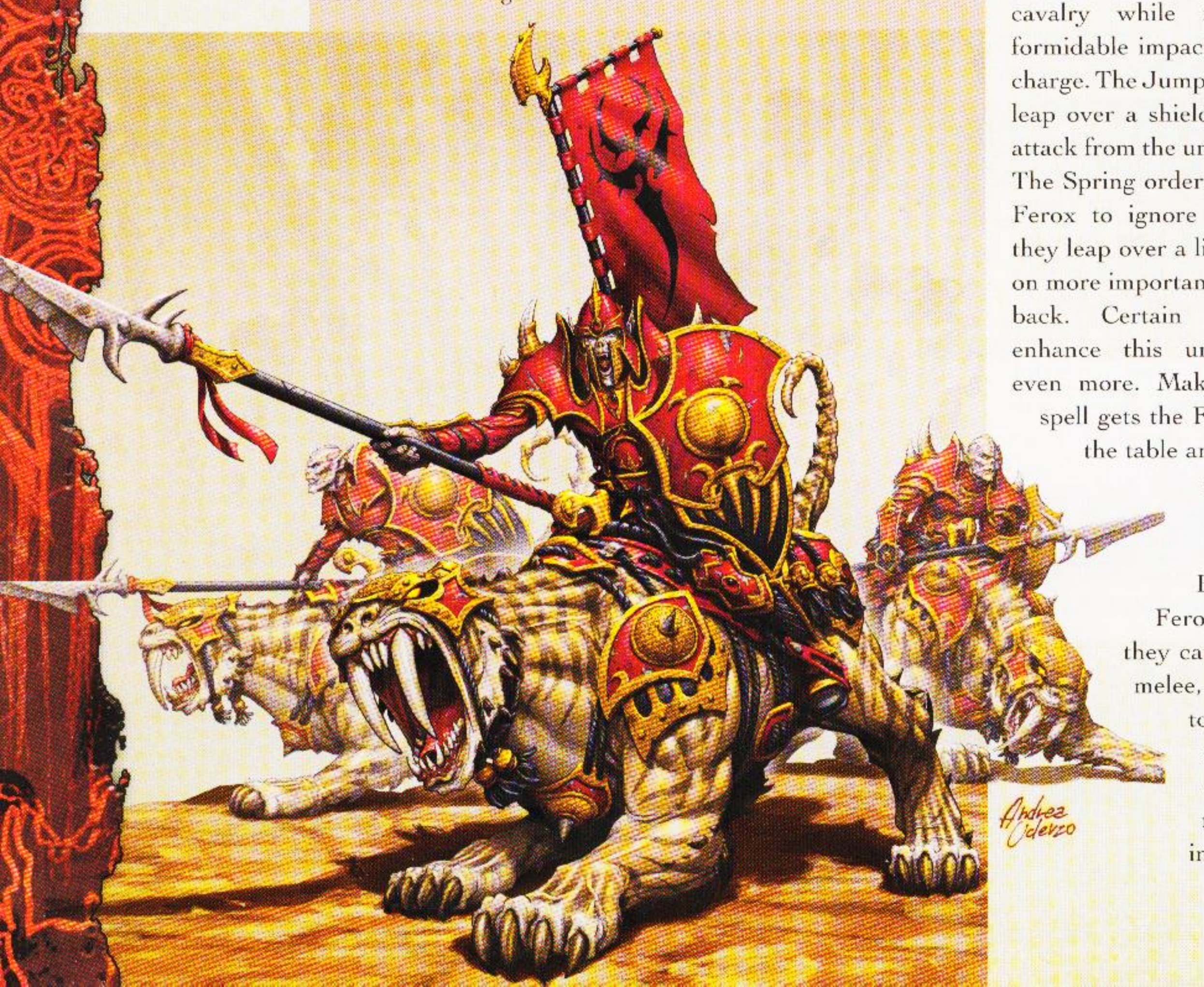
Brutal Charge - A Praetorian Ferox gains +2 to Cavalry Spear charge attack damage rolls.

Reach - 2" melee range.

Ferox leap with fierce grace toward exposed enemy flanks or close fearlessly against the front line. These desert predators use raw strength to power through infantry or leap clear of intervening forces, whirl about, and cut the enemy down from the rear. The specially trained Praetorians who ride and command these animals possess singular courage and scars due to periodic outbursts from their mounts. The relationship between ferox and rider is one of wary respect between two skilled killers.

Using the Praetorian Ferox

The leaping abilities of the Praetorian Ferox allow them nearly as much mobility as light cavalry while retaining their formidable impact attacks on the charge. The Jump ability lets them leap over a shield-walled unit to attack from the unprotected back. The Spring order allows engaged Ferox to ignore free strikes as they leap over a line and advance on more important targets farther back. Certain warlocks can enhance this unit's movement even more. Makeda's Savagery spell gets the Ferox 16" across the table and still lets them make attacks. Unlike other cavalry in Evolution, the Ferox have an attack they can use in regular melee, allowing them to tear apart multiple foes even without relying on impact attacks.



Tharn Wolf Riders

Circle Orboros Tharn Light Cavalry Unit

An eerie chorus of howls arises from all sides as duskwolves, moving so quickly enemies cannot brace for their attack, leap from the forest while their bloodtracker riders hurl javelin after javelin. Wolves pull down their prey, riders skewer their enemies, and then spring into the shelter of nearby trees to leave victims bleeding out their last. Death follows the wolf riders, whether from rapidly flung javelins or the crushing bite of a horse-sized wolf tearing out an enemy's throat.

SPECIAL RULES

Huntress

Leader

Unit

Back Shot - When completely within the back arc of a model the Tharn Wolf Rider is targeting with an attack, she gains +2 to the attack roll. If the attack succeeds, the Tharn Wolf Rider rolls an additional damage die when resolving the attack. A Tharn Wolf Rider does not receive a back strike bonus.

Blood Thirst - Immediately after a model in the unit destroys an enemy model with a melee attack, any model in the unit may move up to 3".

Howls - Tharn Wolf Riders are always in cavalry formation regardless of how far apart they are.

The Hunt - After deployment before the first player's turn, the Tharn Wolf Rider's controller declares an enemy model/unit for the riders to hunt. A Tharn Wolf Rider gains +2 to attack and damage rolls against hunted models. When the hunted model/unit has been destroyed or removed from play, the Tharn Wolf Rider's controller may immediately select a new enemy model/unit to hunt.

Pathfinder - During her activation, a Tharn Wolf Rider ignores movement penalties from, and may charge across, rough terrain and obstacles.

Rapid Throw - If the Tharn Wolf Rider misses with her initial Thrown Javelin attack, she may immediately make one additional Thrown Javelin attack.

Scent - The Tharn Wolf Rider may ignore LOS when declaring a charge.

Thrown Javelin

Thrown - Add the Tharn Wolf Rider's current STR to the POW of Thrown Javelin attacks.

HUNTRESS					CMD 8
SPD	STR	MAT	RAT	DEF	ARM
9	6	6	6	15	13

RIDER					CMD 6
SPD	STR	MAT	RAT	DEF	ARM
9	6	5	5	15	13

THROWN JAVELIN			
RNG	ROF	AOE	POW
7	1	–	3

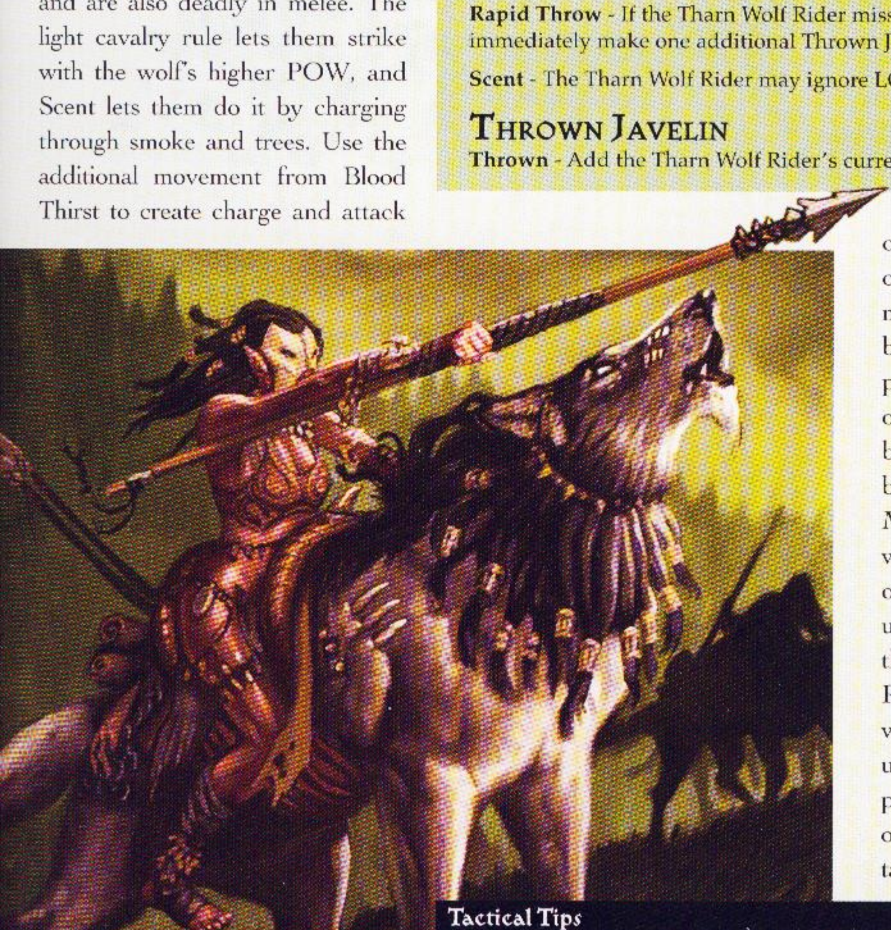
JAVELIN		
SPECIAL	POW	P+S
–	3	9

MOUNT		
SPECIAL	POW	P+S
–	12	–

HUNTRESS' DAMAGE	8
RIDER'S DAMAGE	5
FIELD ALLOWANCE	1
VICTORY POINTS	3
LEADER AND 2 TROOPS	74
UP TO 2 ADDITIONAL TROOPS	24ea
BASE SIZE	LARGE

Using the Tharn Wolf Riders

While relatively fragile, Wolf Riders have formidable ranged attacks and are also deadly in melee. The light cavalry rule lets them strike with the wolf's higher POW, and Scent lets them do it by charging through smoke and trees. Use the additional movement from Blood Thirst to create charge and attack opportunities. Killing a target with one Wolf Rider and immediately moving one that has not attacked by 3" can, with careful planning, place that Rider in the back arc of their target to get a Back Shot bonus. Combine this with the Hunt bonus for formidable killing power. Morvahna works particularly well with Wolf Riders. Keeping one Rider within her control area usually presents no difficulty, and their Howls ability lets the rest of the Riders attack anywhere they like, while the Regrowth spell keeps the unit alive. Playing with Wolf Riders provides a uniquely addictive sense of freedom and opens up endless tactical possibilities.



Tactical Tips

The Hunt – Yes, the Mount attack benefits from the Hunt.

Raptors

Legion of Everblight Blighted Nyss Light Cavalry Unit

DEACON					CMD 8
SPD	STR	MAT	RAT	DEF	ARM
9	6	7	7	14	15

RIDER					CMD 6
SPD	STR	MAT	RAT	DEF	ARM
9	6	6	6	14	15

NYSS LONGBOW			
RNG	ROF	AOE	POW
12	2	—	10

NYSS CLAYMORE		
SPECIAL	POW	P+S
–	4	10

MOUNT		
SPECIAL	POW	P+S
–	12	–

DEACON'S DAMAGE	8
RIDER'S DAMAGE	5
FIELD ALLOWANCE	1
VICTORY POINTS	3
LEADER AND 2 TROOPS	65
UP TO 2 ADDITIONAL TROOPS	20ea
BASE SIZE	LARGE

Long before the rise of Everblight and his Legion, Nyss Raptors rode sure-footed ulk through winter storms to fall upon the Khardic tribes of the frozen north and leave only death and ruin in the snow. All victims could do was flee in every direction and hope that some escaped the pounding hooves, the deadly hail of arrows, or the merciless edge of lengthy blades. Subjected to the blight, these creatures developed scales on their hides but retained their grace and strength. They slash and impale enemies with massive antlers formerly reserved for self-defense and displays of dominance.

Using the Raptors

With their ranged longbow attacks Raptors can fire at a target 12" away after moving 9", providing 21" of threat, and can then move after they fire to avoid counterattacks. Dual Shot provides the option for multiple attacks against high defense targets or the chance to slaughter whole units of troops. Remember, Dual Shot only requires the Raptor to give up normal movement to gain the aiming bonus to two shots. Thanks to the light cavalry after-action special movement, they can fire and move 9". As dangerous as they are with the bow, the Swordmaster and Weapon Specialist abilities make Raptors even more formidable in melee. Spells like Thagrosh's Draconic Blessing further enhance their melee damage output and force Terror checks on engaged infantry. Anyone that can't find a way to shut the Raptors down quickly is in for a world of hurt.

SPECIAL RULES

DEACON

Leader

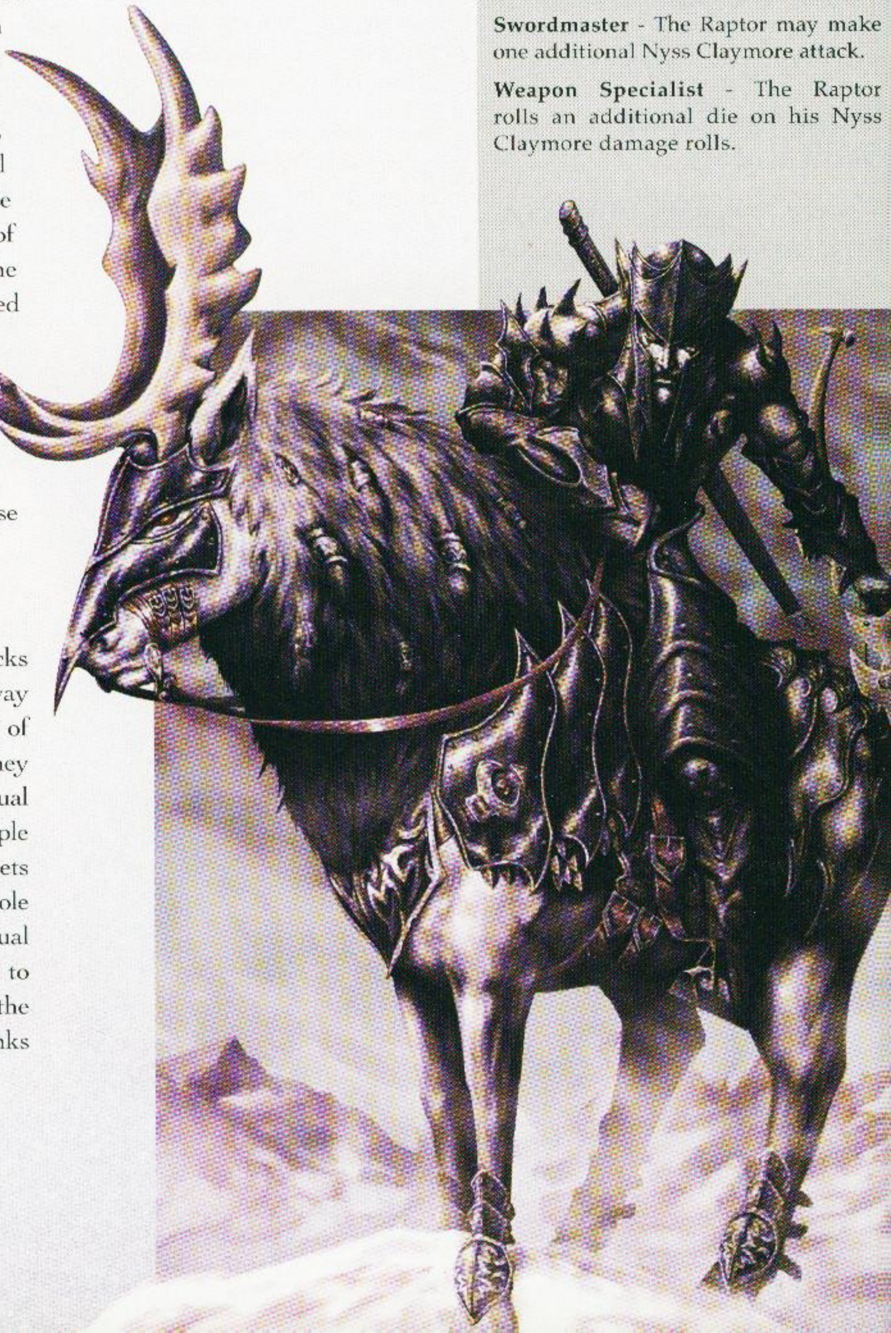
UNIT

Dual Shot - A Raptor may voluntarily forfeit his movement to make one additional ranged attack this turn. These attacks receive the aiming bonus.

Pathfinder - During his activation, the Raptor ignores movement penalties from, and may charge across, rough terrain and obstacles.

Swordmaster - The Raptor may make one additional Nyss Claymore attack.

Weapon Specialist - The Raptor rolls an additional die on his Nyss Claymore damage rolls.



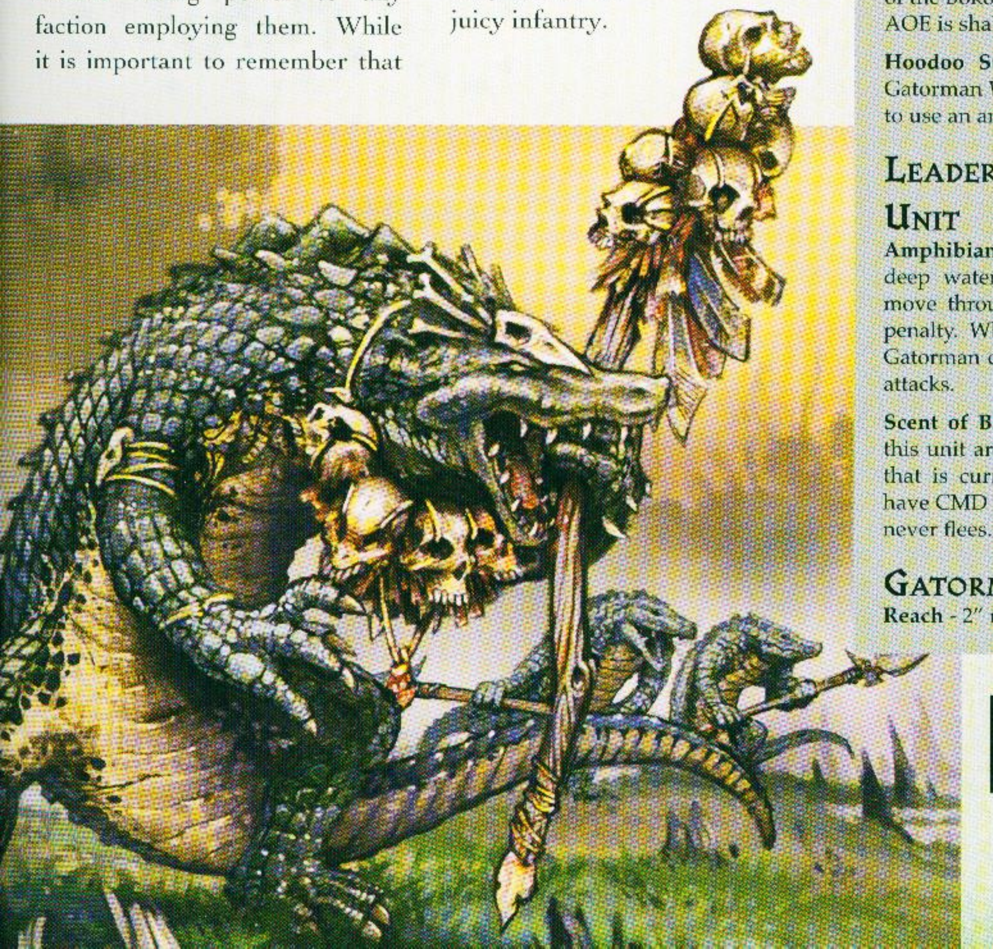
Gatormen Posse

Minion Gatorman Unit

Gatormen are among the most formidable warriors of all the savage natural species thriving in the wilderness. Few intelligent creatures can rival the raw killing power of these bipedal amphibians. In addition to formidable natural weaponry gatormen wield oversized axes which allow them to hack into an adversary before closing to bite. A single gatorman can tear apart several well armed men in a few short seconds. The sight of blood drives them to a fearless frenzy of slaughter. Their shamans, called Bokor, lead the posses, call on their ravenous patron for savagery, and use tribal magic to turn dry ground into a swampy bog.

Using the Gatormen

Gatormen are a brutal and resilient melee unit which brings serious killing power to any faction employing them. While it is important to remember that faction specific spells cannot help minions, the Gatormen do not require any support to wade into battle and tear the enemy apart with three separate melee attacks each. If previous attacks have softened up a target, Blood Crazed from the Bokor allows Gatormen to cut loose with boosted attack and damage rolls as well as charging at SPD+5". Even when maneuvering before an attack the Bokor can create water templates with Swamp to interfere with charge lanes and make sure the posse attack on their own terms. Pair them with Alten Ashley to automatically injure warbeasts before sending the Gatormen in for the kill. Nothing inspires dismay in an enemy like seeing a Gatormen Posse pulling down a scratched warbeast or closing on a tasty cluster of juicy infantry.



SPECIAL RULES

MINION

The Gatormen Posse will work for any faction.

BOKOR

Bad Juju - The Bokor may use one of the following Bad Juju effects each turn during its activiation. Bad Juju effects last one round.

- **Blood Crazed** - Models in this unit gain boosted attack and damage rolls against living enemy models that are currently damaged. If the target of its charge is a living enemy model that is currently damaged, an affected model charges at SPD +5".
- **Feast** - When a model in this unit destroys a living model with a melee attack, each model in this unit may remove one damage point.
- **Swamp** - Place a 4" AOE completely within 8" of the Bokor but not touching a model's base. The AOE is shallow water.

Hoodoo Stick - A model hit by the Bokor's Gatorman Weapon cannot cast spells or be forced to use an animus for one round.

LEADER

UNIT

Amphibian - A Gatorman may voluntarily enter deep water without penalty. A Gatorman may move through deep and shallow water without penalty. While completely within deep water, a Gatorman cannot be targeted by ranged or magic attacks.

Scent of Blood - While one or more models in this unit are within 10" of a living enemy model that is currently damaged, models in this unit have CMD 10 and gain Fearless. A Fearless model never flees.

GATORMAN WEAPONS

Reach - 2" melee range.

BOKOR					CMD 8
SPD	STR	MAT	RAT	DEF	ARM
5	8	7	3	12	17

WARRIOR					CMD 6
SPD	STR	MAT	RAT	DEF	ARM
5	8	6	3	12	17

BITE	SPECIAL	POW	P+S
	—	5	13

TAIL SLAP	SPECIAL	POW	P+S
	—	0	8

GATORMAN WEAPONS	SPECIAL	POW	P+S
	Reach	5	13

BOKOR DAMAGE	10
WARRIOR DAMAGE	8
FIELD ALLOWANCE	1
VICTORY POINTS	2
LEADER AND 2 TROOPS	71
UP TO 2 ADDITIONAL TROOPS	20ea
BASE SIZE	MEDIUM

SEE PAGE 66 TO MAKE YOUR VERY OWN SWAMP AOES

A Privateer Press Staff HORDES vs. WARMACHINE Battle Report

OF ICE and BLOOD

Featuring **Legion of Everblight vs. Khador**

No Quarter Battle Reports puts you in the thick of the fight. Get inside the head of each player to learn their tactics and strategies and see their mistakes and brilliant epiphanies.

By ***Rob Stoddard*** *and* ***Brent Waldher*** *· Art by* ***Matt Dixon, Jesper Ejsing, Imaginary Friends Studio,*** *&* ***Karl Richardson***

SUMMER RAMPAGE LEAGUE IS HERE!

For more information on the Summer Rampage league, including the Finishing Moves and Rampages, check out page 46, and sign up to play today!

The Summer Rampage league kicks into high gear this month. For the first time, HORDES and WARMACHINE players can go head to head against each other in official tournament play. In this spirit, Privateer Press Developer Rob Stoddard and Licensing Manager Brent Waldher decided to get out some aggression by pitting their favorite factions—Khador and the Legion of Everblight—against each other to see just who could come out on top. They also wanted to test out the new Finishing Moves that are a dynamic part of the Summer Rampage league.

Brent was particularly excited, as the upcoming release of *HORDES: Evolution* gave him an array of new units and warlocks to choose from, including the lethal Angelius, the lightning-fast Raptors (see page 16 for a preview of this new unit), and Rhyas, the Sigil of Everblight. Could the servants of Everblight crack the iron-hard shells of the stalwart Khadoran army? The time has come to find out.

Because both factions hail from the snow-covered north, Rob and Brent thought it fitting to fight the battle using the snow terrain originally featured in No Quarter Magazine #9 ("Snow Falling on Khador"). The added element of dangerous terrain served to keep these veteran players on their toes. To make things even more interesting, both players agreed to limit the game to five rounds, ensuring that they had to choose between braving the treacherous terrain and running out of time.

Frozen Water

Frozen water can wreck havoc with armies and be just as dangerous as an enemy. While moving across frozen water, a model can only change its facing at the beginning of its movement, must move in a straight, unobstructed line, and cannot turn.

Breaking Frozen Water

When a model moves over frozen water or is knocked down on frozen water, there is a chance the frozen water will not be able to support the model's weight and it will fall through.

When a model moves its base completely onto frozen water or if it begins its movement with its base completely on frozen water, its controller must make a stability roll. To make a stability roll, roll a d6 for the model. A model with a small base falls through frozen water on a roll of 1. A model with a medium base falls through frozen water on a roll of 1 or 2. A model with a large base falls through frozen water on a roll of 1-3.

A model that has fallen through frozen water suffers the effects of deep water (see p. 78 of *WARMACHINE: Prime Remix*). Mark the break in the frozen water with a template the base size of the model that fell through. Breaks in frozen water remain for the rest of the game. A pushed, thrown, or slammed model that ends its movement overlapping a break in frozen water immediately falls through and suffers the effects of deep water.

A model that has fallen through frozen water may forfeit its movement or action during its activation to climb out. A model that forfeits its movement to climb out can perform an action as if it had advanced, but it cannot make attacks involving movement, such as slam. A model that forfeits its action to climb out can advance but cannot run or charge. Place the model's base in contact with the break in the frozen water.

Power Attacks on Frozen Water

A slammed model that ends its slam movement on frozen water moves an additional d3" before damage is resolved. This movement is considered slam movement. If a model ends its slam movement with its base completely on frozen water, its controller must make a stability roll (as described above). When a model is thrown and lands with its entire base on frozen water, make a stability roll according the rules above. If the model does not fall through the frozen water, it slides an additional d3" in the direct it deviated. The model stops sliding if it contacts rough terrain, an obstacle, obstruction, or a model. The sliding model cannot be targeted by free strikes during this movement. Determine throw damage after moving the thrown model.

If a sliding model contacts a model with an equal or smaller sized base, that model is knocked down and suffers collateral damage. A model taking collateral damage suffers a damage roll with a POW equal to the attacker's current STR.

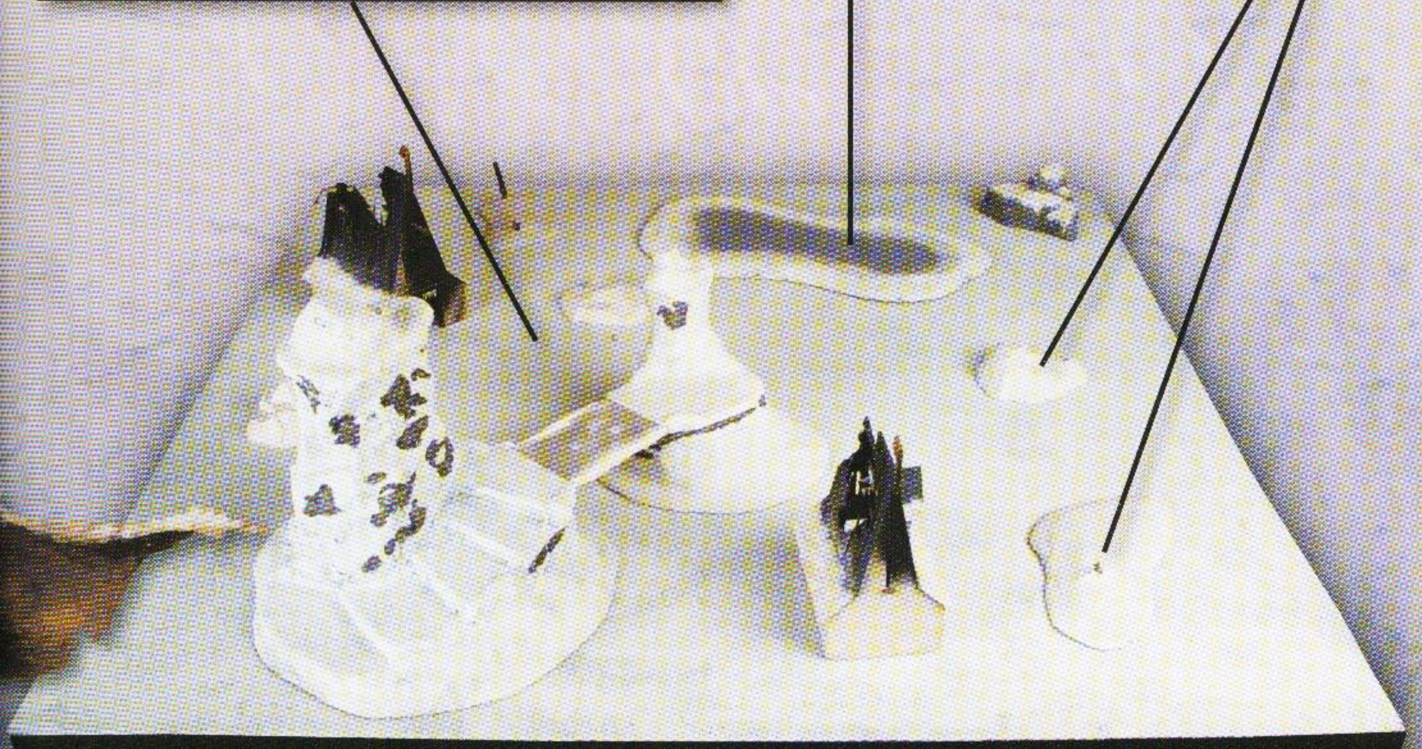
The Battlefield

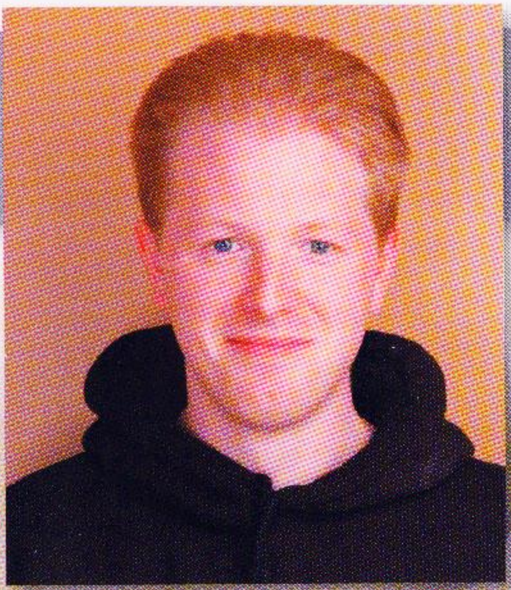
This battle takes place on the snow-blasted reaches that both Khador and the Legion of Everblight claim as their own. Deep snow, treacherous frozen ice, and wind-scoured rocks cover the battlefield. The remnants of a burned-out Nyss village reveal that conflict has struck here before.

This battle report makes use of some of the special terrain rules published in No Quarter #9. The callouts explain the rules for using the special terrain elements that came into play.

Deep Snow

Deep snow is rough terrain and provides concealment to a model with any part of its base inside the perimeter. Deep Snow does not block line of sight.





Legion of Everblight

Brent Waldher

Troop Selection

When I found out that I would have to face Khador, I knew I needed the proper tools to break their hard, shiny red shells and get to the luscious meat inside. I chose Rhyas because she is easily my favorite Evolution warlock, and I've been dying to try her against WARMACHINE models. She plays to my strong suits—I love running into my opponent's guts and wrecking them. Rhyas' fantastic abilities, excellent spells, and glorious feat give me everything I need to cut Rob apart.

The Angelius' armor piercing tail makes it great for taking out high armor models. I brought a Carnivean because, pound for pound, there is no better warbeast in the game, in my opinion. I took a Shredder so I could use Tenacity on the Angelius and

Brent's Legion Army

Model/Unit	Points / VP	
Rhyas, Sigil of Everblight	61 / 5	R
Angelius x2	258 / 3EA	AN
Carnivean	124 / 3	CA
Shredder	23 / 1	RP
Raptors (4)	85 / 3EA	SH
Forsaken x2	26 / 1EA	FO
Warmongers x2	66 / 3EA	WM
Total	**735**	

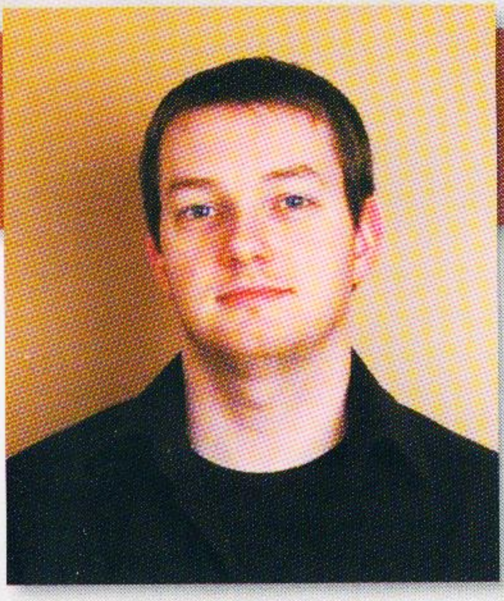
AN
AN
WM
FO
FO

Carnivean. I have to be able to take the hurt and dodge it, and Tenacity allows me to do this.

I took two units of Warmongers because I have always found them great tools for me to use. Especially in combination with Rhyas' feat, they will dig deep into Rob's ranks. You may have noticed that I picked a lot of high fury warbeasts to pair with Rhyas' low FURY stat, making fury management a problem. The Forsaken take care of that for me. They allow me to go balls out and attack with unadulterated force.

The introduction of the Raptors has brought the Legion a whole new level of mobility. I can get behind Rob's army before he knows what hit him. My intention in using the Raptors is to show the world that Widowmakers have something to fear—and I just know that Rob will put some on the board for me to run through.

And, because somebody will ask, I did the math twice and came up with 737 points. Thirteen points gets me nothing. Only later did I realize that I actually had fifteen points and could have included the Swamp Gobber Bellows Crew, which would have proven extremely useful against so many guns. Note to self: Always check the math three times.



KHADOR

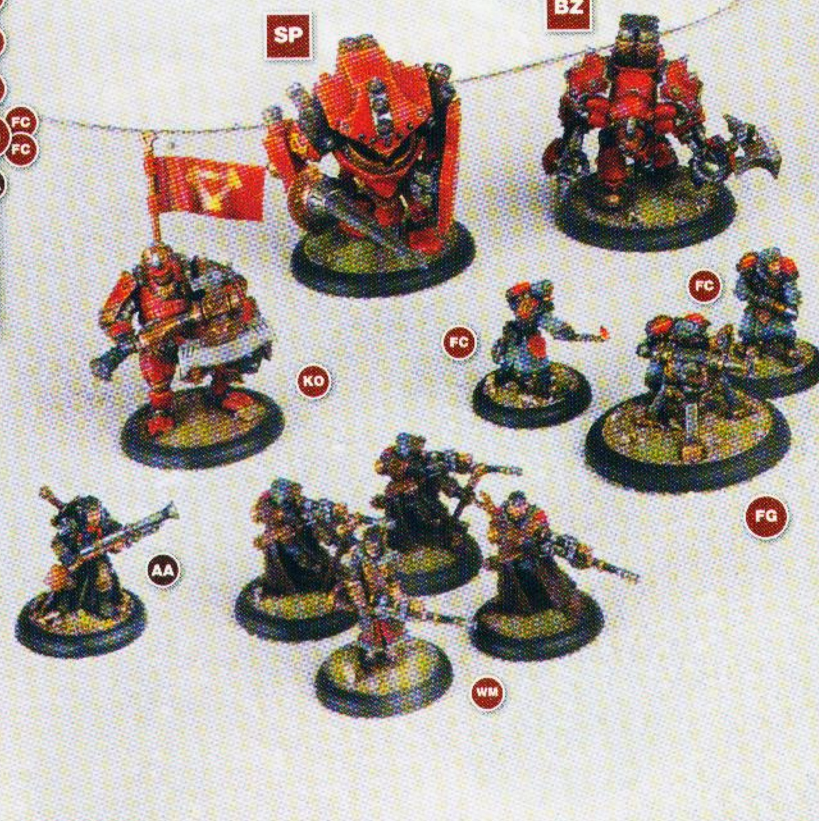
Rob Stoddard

Troop Selection

Considering the mixed format of this battle, I would have been openly mocked if I had not included Alten Ashley in my army. His Monster Hunter ability, which eliminates an entire warbeast aspect in a single shot is just too good to pass up. I find the Winter Guard Field Guns complement Alten nicely. They can penetrate warbeasts much more easily than warjacks, and their Tempered Ammunition eliminates entire branches on those same warbeasts that Alten will be targeting. If I need just a few more points removed, the Widowmakers' Sniper ability to do a single point of damage where I choose makes them the perfect unit to finish off wounded warbeasts. They can also hunt targets of opportunity, especially the Forsaken, to negate Brent's ability to manage fury effectively.

Rob's Khador Army

Model/Unit	**Points / VP**	
Vladimir, The Dark Prince of Umbrey	76 / 5	V
Devastator	122 / 4	DV
Destroyer	126 / 4	DE
Spriggan	132 / 3	SP
Berserker	84 / 3	BZ
Greylord Ternion	43 / 2	GT
Widowmakers (4)	53 / 2	WM
Man-O-War Kovnik	34 / 1	KO
Winter Guard Field Gun Crew x2	48 / 1 ea	FG FC FC
Alten Ashley, Monster Hunter	32 / 1	AA
Total	**750**	



To mitigate the Legion's typically high defense, I chose the Greylords for their ability to lower the defense of the main threats with Ice Cage.

I took more 'jacks than I might otherwise have against a faction other than the Legion, since they tend to have difficulty penetrating heavy armor. This makes the Devastator a perfect choice—with ARM 25 I feel confident that I can walk across battlefield and rain death upon any target. Knowing Brent, I expect plenty of infantry, which makes the Spriggan and the Destroyer natural choices that compliment each other very well. The Spriggan's flares increase the Destroyer's chances to hit with its Bombard, again helping to minimize the Legion's high defense models. Given that I plan to have Blood of Kings up as much as possible, fielding more than three heavies would strain my focus, so I elected to utilize a Berserker and its ability to charge for free to mitigate this. This consideration also made it a natural choice to include a Kovnik to 'jack Marshal the Berserker. Normally, giving up the ability to allocate focus to a warjack might not seem like the best strategy. With Vladimir, however, I can cast Signs and Portents, which affects the Berserker and increase its to hit and damage almost as if it had received focus. Vladimir is also a natural for any army that contains this many heavy warjacks, as Forced March should, if the opening presents itself, allow me to race to the center of the table and engage Brent before he can do anything about it.

DE
DV
FC
FC
V
FG
GT

VLADIMIR

THE DARK PRINCE OF UMBREY ALTERNATE SCULPT

Privateer Press donates all proceeds from the sale of this alternate Vladimir sculpt to the American Red Cross Hurricane Katrina Relief Fund. Get it at your local retailer or at store.privateerpress.com.

Deployment

Khador • Rob

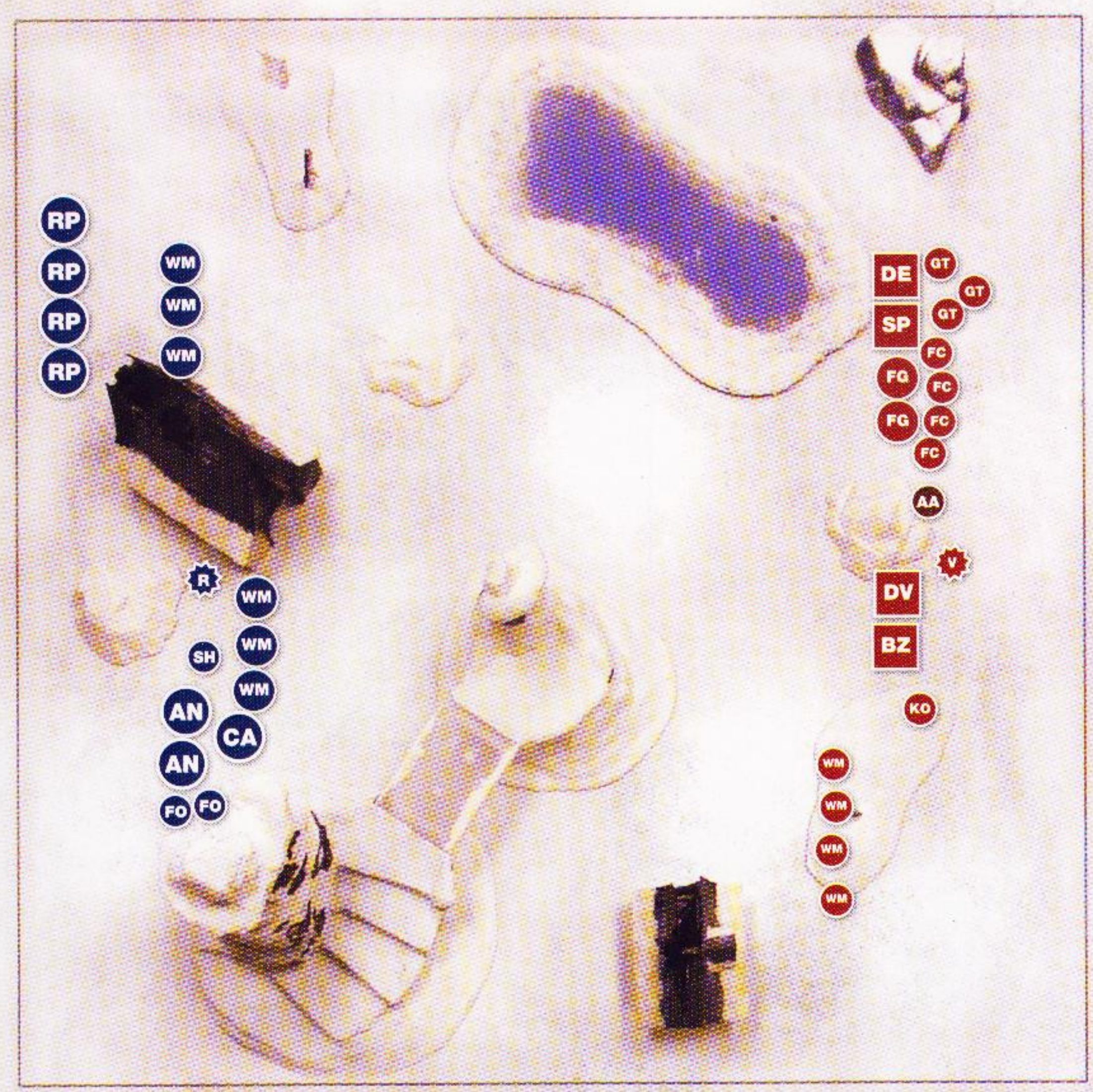
Knowing that the key to Brent's victory is eliminating Vladimir, I set up my army in such a way that to get him, Brent will have to run through a rank of Field Guns and hot metal death. I positioned the Field Guns where they had the best range and open space to maximize their effectiveness. The Berserker deployed in such a way as to maximize his potential free charges so he can quickly get across the table and into the enemy. The Greylords set up behind the Spriggan and Destroyer so that on the first turn, once they advance, the Greylords can increase the 'jacks' defense with Blizzard. The cloud effect won't hinder the warbeasts, but it will block the Raptor's line of sight to my infantry behind the 'jacks.

I see two burned out Nyss buildings on the battlefield already. Doesn't the Legion know that they no longer belong here?

Deployment

Legion • Brent

Seeing Rob's deployment, I realized that I'm going to have to use terrain to my advantage to take him out. I positioned the main punch of my army behind the largest piece of terrain I could find to shelter from the tons and tons of shells that I know will shortly rain down on my head. I'm not pleased at how I had to divide my army, thanks to the building, but I don't have much choice. I'm not too concerned, however, because the sheer maneuverability of my army means that I should be back fighting as one unit in a single turn.



Advance Deployment

Advance Deployment

Khador • Rob

I decided to advance deploy the Widowmakers and Alten Ashley close to my main force, as I did not feel inclined to lose them at the beginning of the battle. I'm utilizing the deep snow for the concealment it provides. Both Alten and the Widowmakers have Pathfinder, so the rough terrain won't slow them down one bit.

WARMACHINE AND HORDES PLAYERS TAKE NOTE: THIS IS ALTEN ASHLEY USED PROPERLY!

Legion • Brent

I have nothing to advance deploy. Typically, I see Alten Ashley as far up the field as possible to take a single shot at my Carnivean. This generally forces me to immediately retaliate by assaulting with my Carnivean and melting Ashley in blighted fire. Rob has done something unusual by placing Alten in concealment, close to the main force, and unable to shoot at my units on the first turn. WARMACHINE and HORDES players take note: this is Alten Ashley used properly! The snow will be bloody red by the end of the day!

Round 1

Turn 1

Khador • Rob

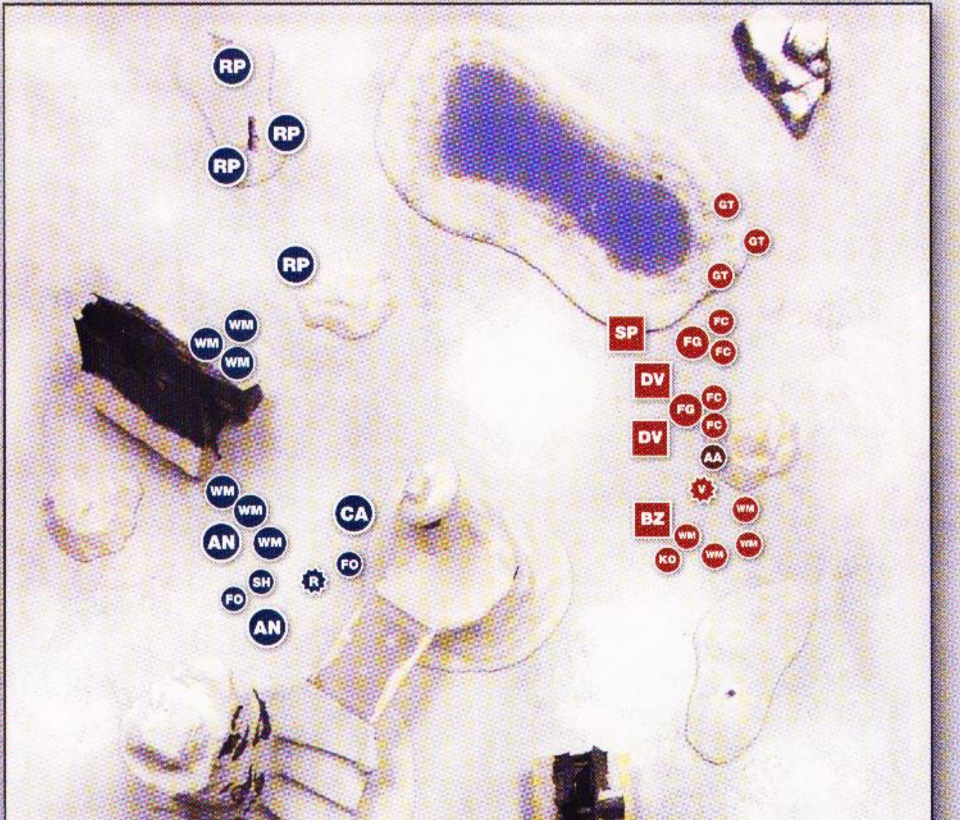
After allocating one focus to my Devastator, Destroyer, and Spriggan, I used my line of sight on a Warmonger to have my Berserker charge. All my other warjacks ran so I could take the middle of the field before the Legion could. My Greylords then moved up on the right flank along the frozen lake and cast Blizzard on the warjacks, except the Berserker, to conceal the rest of my army advancing behind them. I then advanced my Field Guns to the back of my warjacks to get them in range of the middle of the board, where the battle is sure to take place. My Kovnik moved up behind my Berserker to keep him in 'jack marshal range. Vladimir then moved behind the Berserker as well and cast Wind Wall to make Alten and my Widowmakers immune to any potential fire that that Legion might bring to bear on the first turn.

Round 1

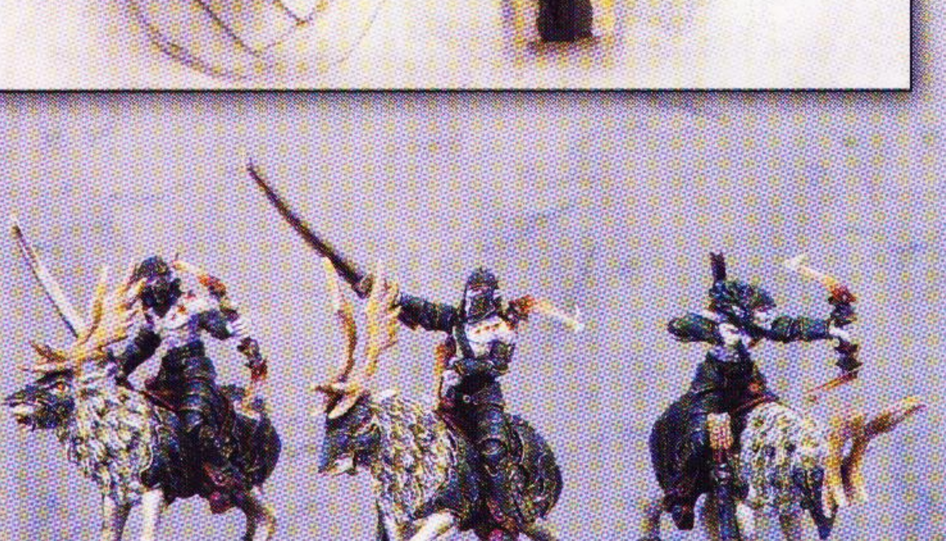
Turn 2

Legion of Everblight • Brent

Like I said after deployment, I know I need to get my troops under cover, so I moved my army accordingly. I had the Raptors move up so they could find some cover in the deep snow, and their Pathfinder lets them ignore those movement penalties. I brought the two Warmonger units closer together in hopes that, when he does finally close, I'll be able to charge both units as one. I kept my Angelii in the backfield for now to force his units to come forward to engage mine. I need to keep using the terrain to limit his ability to shoot at my units. Between Blizzard and Wind Wall, Rob basically negated any sort of ranged attacks, which is completely fine by me. I'll just let him come forward and use the terrain to my benefit until my units are close enough to charge.



Skully Sayz:
"The stats for the Raptors can be found on page 16, maties."

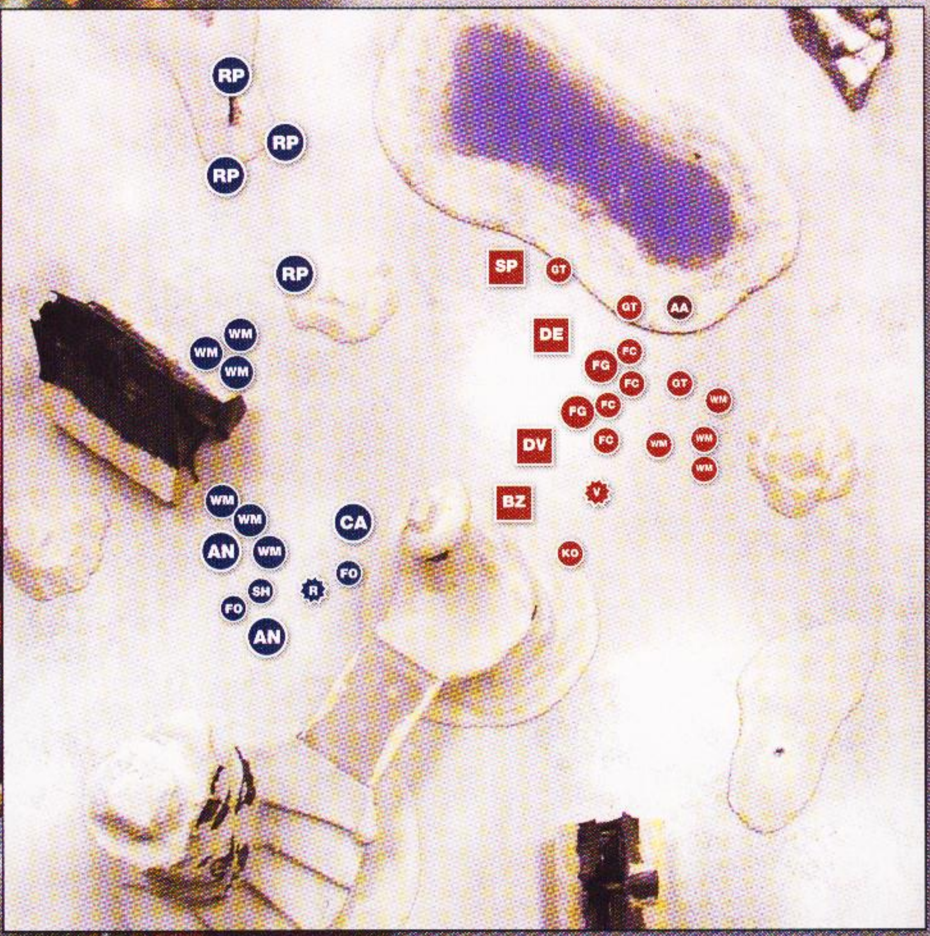


Round 2

Turn 1

Khador • Rob

After advancing my Spriggan towards Brent's forces, I used a Flare grenade on the Raptors and attempted to hit them with a Flash Bang so they could not give or receive orders. Unfortunately, the deep snow and concealment prevented that. The Destroyer, which had two focus, moved up, fired on the Carnivean, and did five points of damage to the beast's Body aspect while staying well out of charge range. The Field Guns moved up to occupy the space previously held by the warjacks and positioned themselves to have lines of sight on most of his heavy warbeasts next round. The Berserker lined up for the countercharge on the Carnivean, as I expected it to come out and charge in the next round. The Devastator moved left to block any possible assaults or shots on Vladimir. Vladimir then shifted to the left, towards the rock spire, to protect himself. The Widowmakers and Alten Ashley ran to the right behind the Field Guns to put their line of sight dead center on the alley the Warmongers would come through. The Greylords then moved up and cast Blizzard on the Spriggan, Destroyer, and a Field Gun to protect themselves and the Widowmakers from the Raptors' ranged attacks.



Round 2

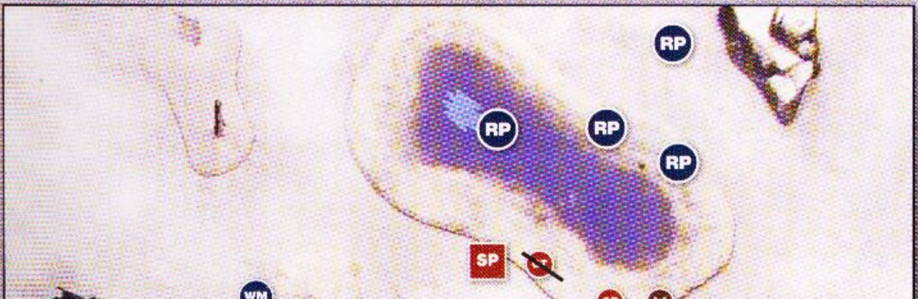
Turn 2

Legion of Everblight • Brent

I took a chance and moved my Raptors across the frozen ice of the small lake. One of the Raptors failed its stability roll (see Frozen Water, page 19) and plunged through the thin sheet of ice. That's what I get for riding a mutant reindeer across a frozen lake! Fortunately, because the model has multiple damage boxes, it can drag itself out next round.

Rob forced me to potentially sacrifice my Carnivean; I simply had to take out the Field Guns. The Carnivean tried using Horrific Attack to force them to run, but it didn't work out well for me. It did manage to take out two crew members, but they made their checks and stuck around. Now my Carnivean becomes mere meat for the grinder!

I have, however, successfully repositioned all my troops, and I believe at the beginning of next round, Rob will have to charge to destroy the Carnivean. That gives me the kind of up close, personal, and nasty fight that I want. I'm a little afraid of his ranged attacks, but if my troops are able to survive the storm of gunfire, I will make him pay for this bold and brash tactic.



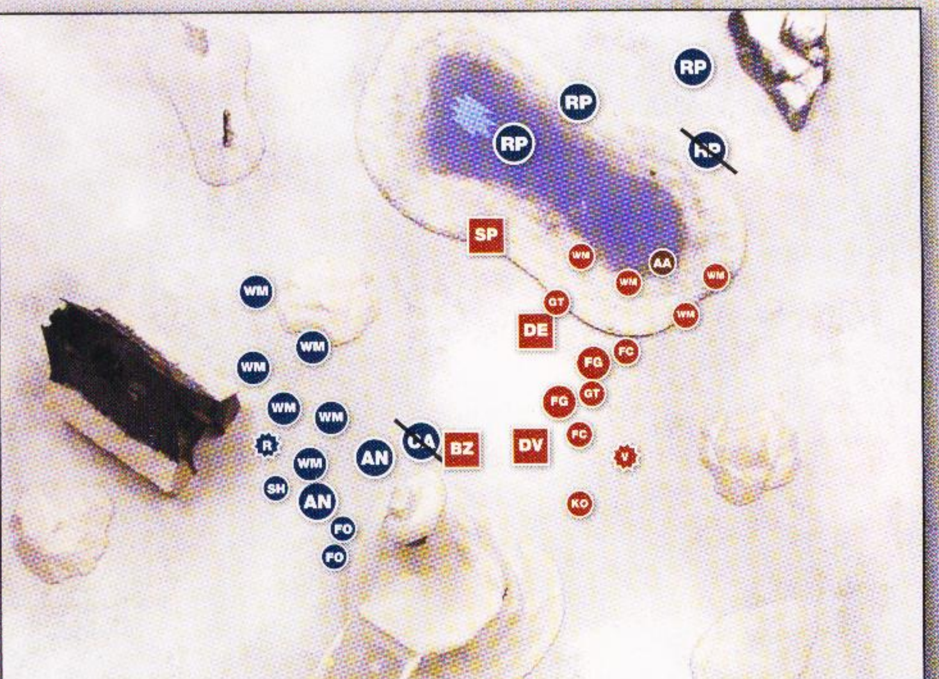
Round 3

Turn 1

Khador • Rob

I allocated two points of focus to the Destroyer and one to the Spriggan. The Spriggan then moved up and placed a Flare on the Raptor's leader, gaining a +2 to hit with my Flash Bang. I boosted, hit, and now the Deacon could not give or receive orders that round. Next, the Widowmakers moved over to the ice and fired on the flanking Raptors. Unfortunately, they only took out one. Alten let loose on the Carnivean with Bucking Jenny and wiped out its entire Spirit branch, adding to the damage from the Bombard shot last round. The Kovnik then moved to the right and shot the Carnivean, wiped out another good portion of the warbeast, and made a successful drive check for the Berserker. That 'jack charged the Carnivean and subsequently annihilated the warbeast with axe attacks.

Destroying a warbeast with my warjack kicks in a Finishing Move! Since I fully expect a counterattack, I chose Meat Shield to give the Berserker +2 ARM against attacks not originating in its back arc. The Berserker hoisted the savaged Carnivean carcass up as a reminder to Brent that the battle was going to be a most bloody affair.



Vladimir used Signs and Portents to help the remainder of the army. The Greylords moved up around the Destroyer and cast Ice Cage on the closest Angelius and knocked its DEF down by 2. The Field Guns opened up on the Angelius, doing a decent amount of damage and taking out a few branches. The Destroyer took an aimed shot, boosting both the attack and damage, and blew another nice hole in the Angelius.

FINISHING MOVE—MEAT SHIELD

The warjack holds up the warbeast's dead carcass and uses it as a meat shield. The warjack gains +2 ARM versus damage that does not originate in its back arc. Meat Shield lasts for one round.

To see all the Finishing Moves used in the Summer Rampage league, see page 46.

Round 3

Turn 2

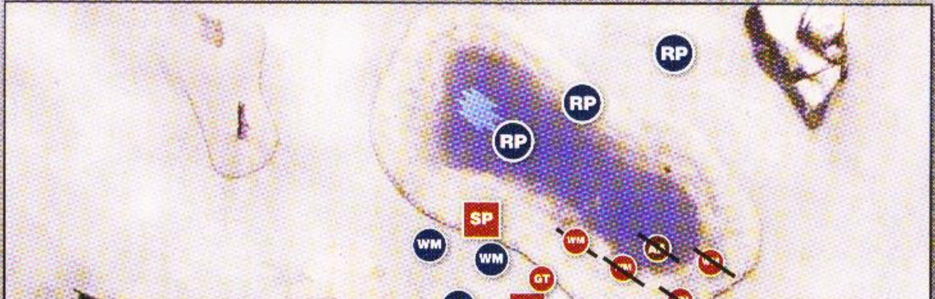
Legion of Everblight • Brent

I knew this would be the round where Rhyas' feat would be most useful. I had plentiful targets, and I knew I would need the free attack from Blooded to take sizable chunks out of those heavy 'jacks.

I knew I couldn't kill the Destroyer with the Angelius alone, so I charged with a unit of Warmongers to soften it up. This dealt enough damage for the charging Angelius to annihilate the Destroyer, skewering its cortex in a spectacular Finishing Move called Aneurism. The resulting feedback sent shockwaves back to Vladimir, causing him to lose three focus during Rob's next turn. HA!

The remaining unit of Warmongers charged the Berserker, inflicted some serious damage, and made it a sitting duck for my second Angelius to swoop in and eliminate. First, however, Rhyas would need to use her feat. Setting up a chain of death and destruction, I saw an opening and utilized Rhyas' Blooded feat to capitalize. After finishing off the Berserker, the Angelius moved into combat with the Devastator. Though virtually impenetrable to the Angelius' attack, simply hitting the warjack let me shift into combat with the Kovnik and slice him to pieces. Feeling saucy, the Angelius hopped to the back of the Kovnik's base in order to bring the pain to Vladimir. Unfortunately, the move put the Angelius outside of Rhyas' control range, so I could not force it or make use of it's fury next round. One of the Forsaken moved up and took the remaining fury from the other Angelius, knowing full well that I would have to sacrifice some of Rhyas' remaining life to gain full fury next round. I wanted my Forsaken running at their utmost capabilities and they needed that fury to make Rob suffer.

As pleasing as it was to litter the battlefield with Rob's mechanical toys, my Carnivean's death demanded blood for blood and the Kovnik didn't sate my desire for revenge. The Raptors used Dual Shot and fired their shards of glittering steel through the Widowmakers and Alten Ashley, crumpling Vladmir's flank, which exposed his Field Guns and the warcaster himself.



Finishing Move—Aneurism

The warbeast rips out the warjack's cortex and crushes it, sending a wave of brain boiling feedback to the warjack's controlling warcaster. During its controller's next Control Phase, the warcaster receives d3 less focus points.

To see all the Finishing Moves used in the Summer Rampage league, see page 46.

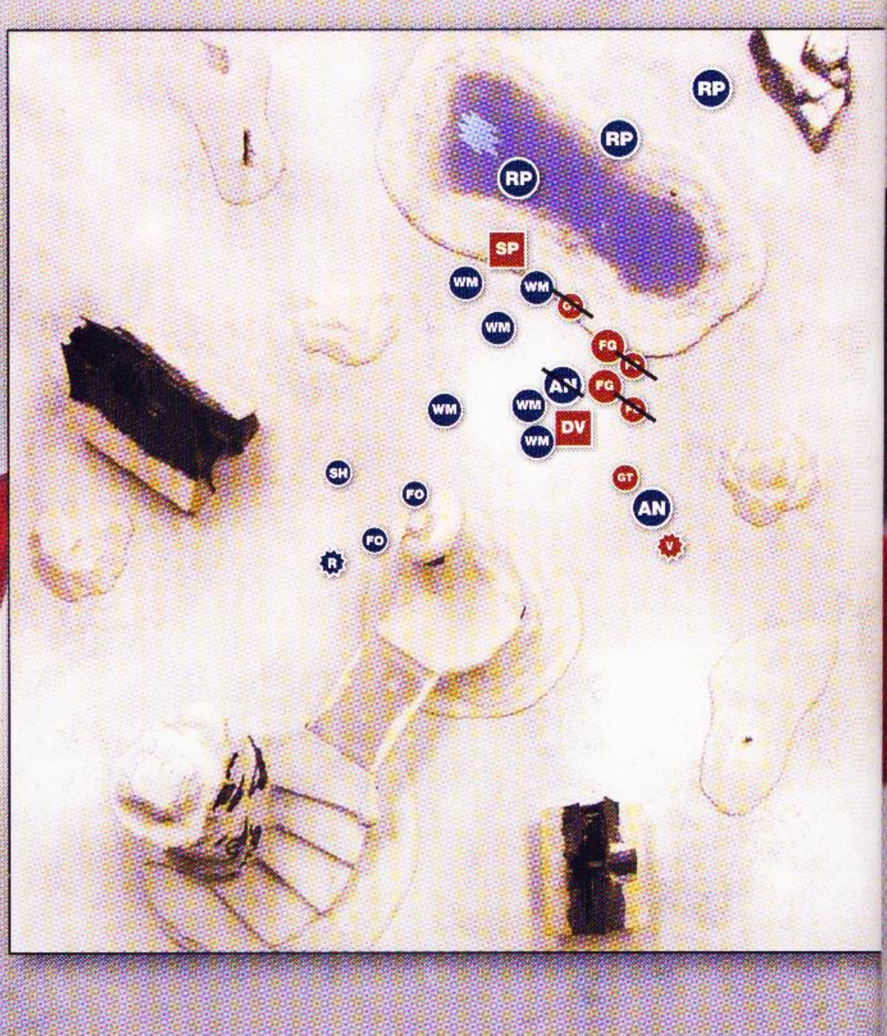
Round 4

Turn 1

Khador • Rob

Since Vladimir had lost 3 focus from Aneurism, I found my options limited. My Devastator and Spriggan were still available, but the Warmongers blocked any charge lanes. This required a careful order of operations. I activated the Greylords. One died from a Warmonger's free strike, but the remaining survivor of the unit passed his morale test. The Greylord then moved within a quarter-inch of the last Angelius. The Devastator bulldozed one of the Warmongers so it could get into contact with the unit's leader and the Angelius responsible for putting down my Destroyer. It then used Rain of Death on everything in its vicinity, destroying the wounded Angelius, but dealing pathetic damage to the Warmongers and surrounding models. However, it proved exceptional at taking out one of my own Field Gun Crewmen. You run this risk with Devastators, but I'll trade a Field Gun Crew member for a Heavy Alpha warbeast any day of the week. The Spriggan then moved into the thick of things, engaging the Warmongers and doing a bit of damage, but not enough to eliminate the Warmongers for next round.

With Vladimir staring down an Angelius that might frenzy next turn I felt a bit more worried than usual. I cast Blood of Kings and used my immunity to free strikes–thanks to Ruin–to move behind the Angelius and dealt a little damage to it. This protected Vladimir if the Angelius frenzied, but it meant the 'beast would charge my open Devastator in the back, which is why I put the Greylord in the way. Greylords are fine servants of the Motherland, but they don't have a POW 19 attack. The remaining Field Gun Crew, staring down a wall of blighted monstrosities, went old school and took a risky shot with their blunderbusses at back of the Warmonger leader engaging the Devastator. This resulted in a little bit of damage and a ticked off Warmonger.

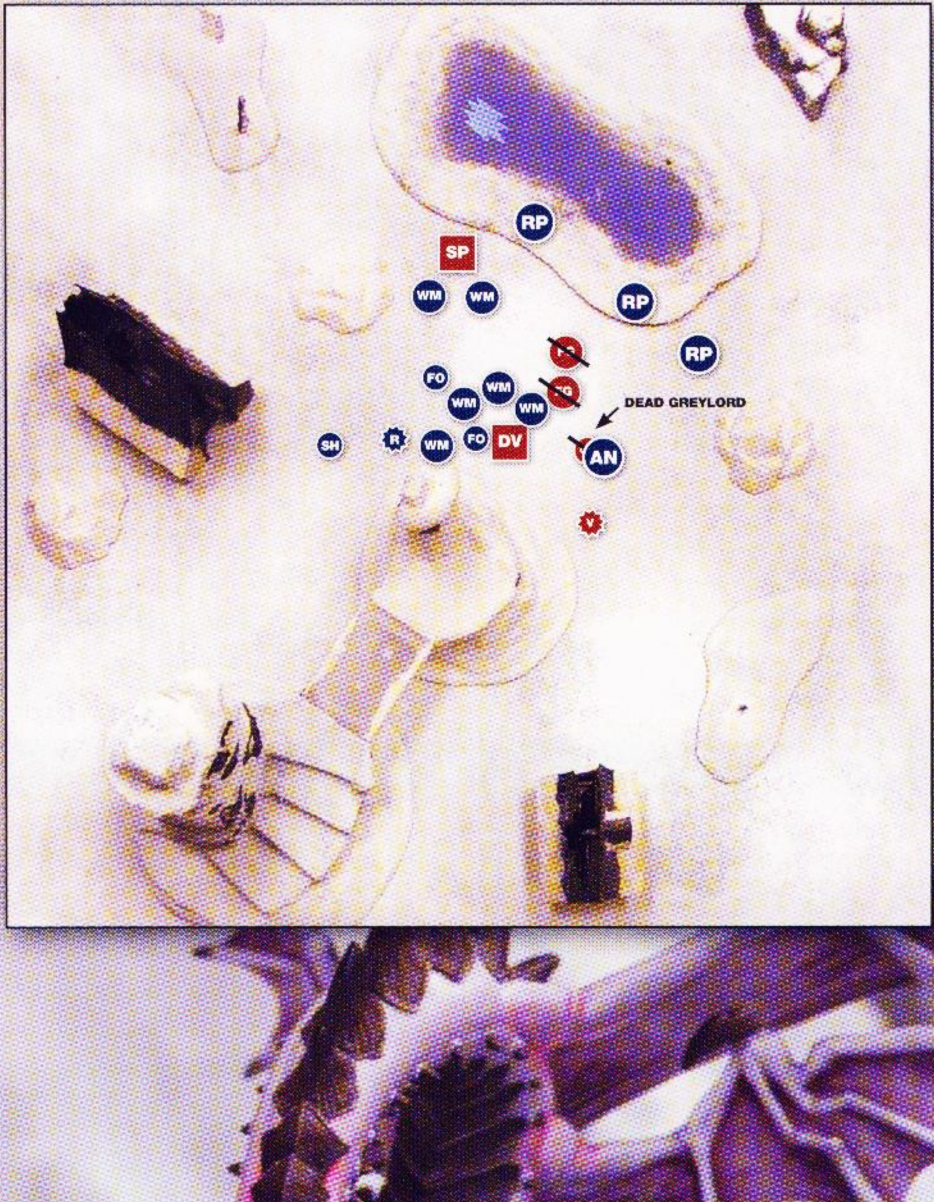


Round 4

Turn 2

Legion of Everblight • Brent

Rob's gambit paid off. My Angelius frenzied and murdered the poor Greylord, but that saved the Devastator from a world of hurt. I knew I had to bring Vladimir closer to the rest of my army, so after frenzying I used the Angelius' Ravenous ability and moved away from Vladimir, hoping that he would follow. My two Warmonger units repositioned themselves around both of his warjacks, dealing minor scrapes and damage. I brought my Raptors across the ice, luckily passing the stability rolls this time, and elected to eliminate the remaining Field Guns. With my offense for the turn finished, I advanced my Forsaken, Rhyas, and Shredder closer to the front.

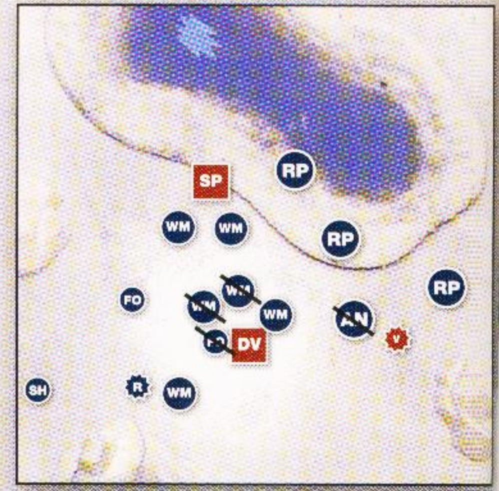


Round 5

Turn 1

Khador • Rob

Since we decided to cap the game at 5 rounds, it's down to the wire. Unfortunately, I knew my only viable shot on Rhyas won't kill her, so I decided to go for as many victory points as I could. After quickly crunching the numbers in my head I determined that Vladimir, would need the majority of his focus to kill the healthy Angelius staring him down. I allocated a single focus point to the Devastator, which bulldozed a Forsaken out of the way, and pushed itself into contact with two Warmongers. It then obliterated both the Warmongers, the Forsaken, and caught Rhyas and a few other Warmongers with the blast from Rain of Death. I boosting the damage on Rhyas enough to make her feel it and make Brent worry, but the other Warmongers caught in the blast just shrugged it off. Vladimir then cast Blood of Kings and charged the Angelius, cutting loose and slaughtering the beast wholesale. The Spriggan connected with the Warmonger leader that dared to engage it and would have reduced the blighted ogrun to a mere shell if my damage roll hadn't betrayed me. The Warmongers' resistance to my damage rolls throughout this game is going to haunt me, I just know it.



Turn 2

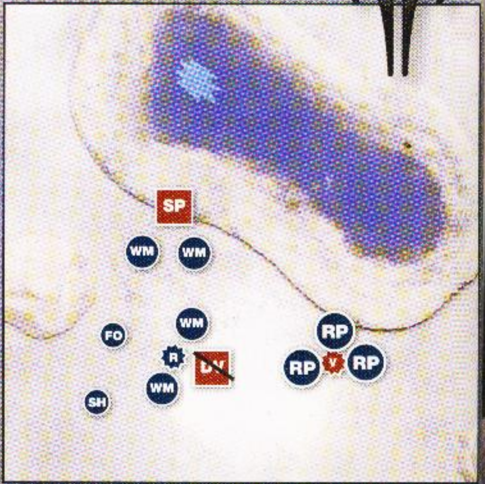
Legion of Everblight • Brent

It's the final turn. I've eliminated all but three models from Rob's army and now I want to seal the deal. Two Warmongers went after the open Devastator, not quite finishing it, but Rhyas saved the day and destroyed the 'jack. After obliterating the 'jack, Rhyas used Death Shroud from Antiphon. Even though we won't get a next round, I love this ability so much I had to use it. A little salt in the wound, as it were.

The remaining Warmongers attacked the Spriggan but only managed to scratch the paint. This being the last round, I figured 'why not?' and charged Vladimir. Little did I expect my Raptors to so beautifully demonstrate their kick-ass nature by hitting him with two of the three charge attacks and delivering 11 points of damage. All of this with Blood of Kings up! With rolls like this I need to make a quick trip to Vegas!

Unfortunately without a 'caster kill to finalize the game, it's time to tally up the Victory Points.

'Lo and behold, I managed to squeak out a victory after all!



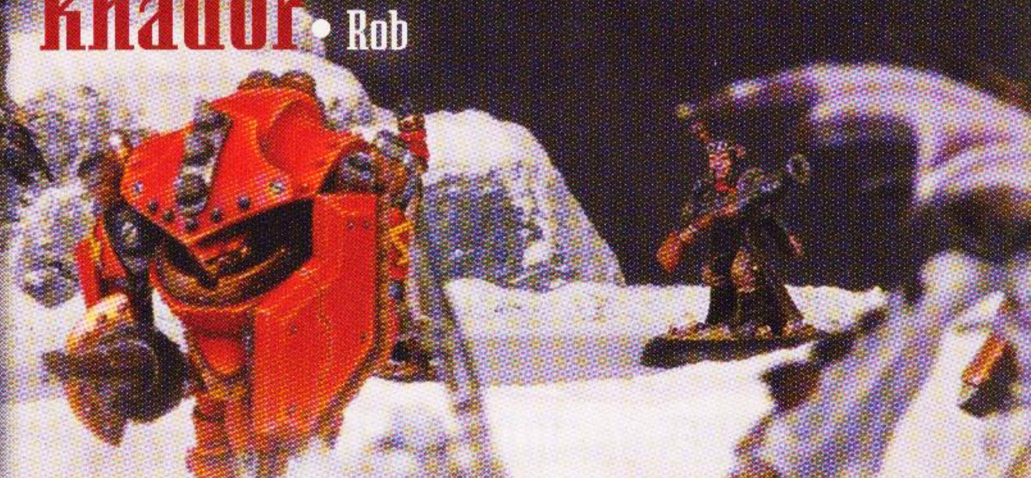
VICTORY POINTS

Legion: 15 VP

Khador: 10 VP

Conclusion

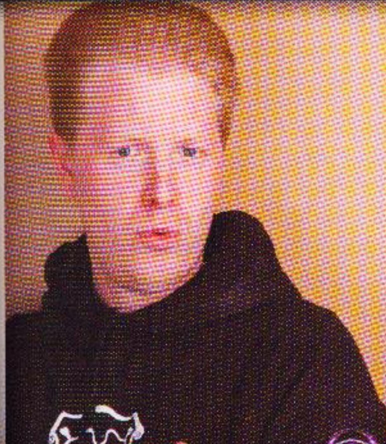
Khador • Rob



The trap was set, the Legion was scared, but when the teeth clamped down it was the heads of my warjacks caught inside. I knew not being able to free myself from the Warmongers would haunt me. Brent did an excellent job of positioning them so my 'jacks couldn't charge out of combat. Between that and some really bad damage rolls from my warjacks, I couldn't get free to exploit the few opportunities that I saw to take out Rhyas. His Raptors were amazingly graceful coming across the ice, and they rained arrows into my troops. I know I could have turned the tide if I could have gotten free with my Spriggan. Who knows? If the game continued Vladimir, may have been able to steal the day all by himself!

Conclusion

Legion of Everblight • Brent



I learned a big lesson with this game. One of the greatest dangers of the mobility of the Legion with a low fury warlock like Rhyas is that you can easily send units outside her control area. Her feat allows your own units to practically jump through your opponent's army and it's extremely easy to send models outside of her control. This game was a perfect example of what can happen if you're not paying attention (or you get slightly too bloodthirsty...). I ended up with one of my heavy warbeasts out of my control and unable to use it to the fullest extent. But, in the end, Khador is the one that paid the price!

The Legion is Victorious!

Scores to Settle

A HORDES vs. WARMACHINE Narrative

by Douglas Seacat · Art by Chippy, Matt Dixon, Mark Gibbons, Brian Snoddy, Eva Widermann,

The Trollkin Situation
Spring, 607 AR

Lieutenant Harwin Keltreeve of the 401st Long Gunners had arranged his men, rifles at the ready, along the hill overlooking the river narrows. Most of the soldiers in his six squads had arrived fresh from training. It frequently happened that the Corvis garrison acted as a reserve until the troops rotated to the front. Tensions ran high and he worried about itchy trigger fingers on the line.

Their position overlooked the Black River, low in its banks from a recent paucity of rain, at one of its narrowest points between Corvis and Fort Falk. It also overlooked his problem. Lieutenant Kaltreeve had come to investigate a difficulty with the river traffic, related by a ship that had turned back and returned to Corvis, and upon his arrival, he discovered an improvised blockade comprised of old boats lashed together in a line from bank to bank.

In the morning haze he could discern on the far bank a steadily increasing number of wagons and beasts of burden. He had sent one of his sergeants with a spyglass creeping down to the river's edge for a better look. The man had reported the opposite bank swarming with hundreds of trollkin, including females and children. Trollkin also worked to tie the blockading vessels together with ropes and chains.

It was not a blockade after all. It was a bridge. The trollkin were crossing the Black River, and Keltreeve had no idea if he should stop them.

"What now, sir?" Sergeant Jasper Twineford asked as he eyed the boats clustering both north and south of the line. River traffic was light, so it would take a while to really back up, but Kaltreeve could already see the angry members of one crew yelling at the trollkin and brandishing firearms. "Here they come..." The sergeant said and pointed to the boat-bridge.

The trollkin began to cross. Though neither elegant nor fast, they clearly had devised a functional way to ford the river. Scouting confirmed brutish full-trolls among them, monsters standing over nine-feet tall that would as gladly eat a man alive as consume a cow or other beast. Rumor had it trollkin had ways to keep them in check, but the lieutenant had no desire to test that theory.

"These must be the same tribes we let cross half a year ago on the king's orders," Keltreeve mused. "No one said they had to stay in the Glimmerwood."

"Thamar's teeth there are a lot of them!" the sergeant swore, spitting into the grass. "This is our best chance to stop them. They're vulnerable on those last few boats. Could pick 'em off easy..."

"They could just send a few trolls swimming across to eat us. We antagonize them, they could turn on Corvis. You want to fire on women and children without orders, Twine?"

"They're just trollkin." This joke prompted nothing but a scowl from the lieutenant, and the sergeant turned red. He stood straighter and cleared his throat. "No, sir. 'Course not."

"This will be the captain's call, not mine." The lieutenant insisted. "Stand ready. Any troll so much as steps toward our position, put it down. Otherwise, until we have orders saying otherwise, we let them pass."

* * *

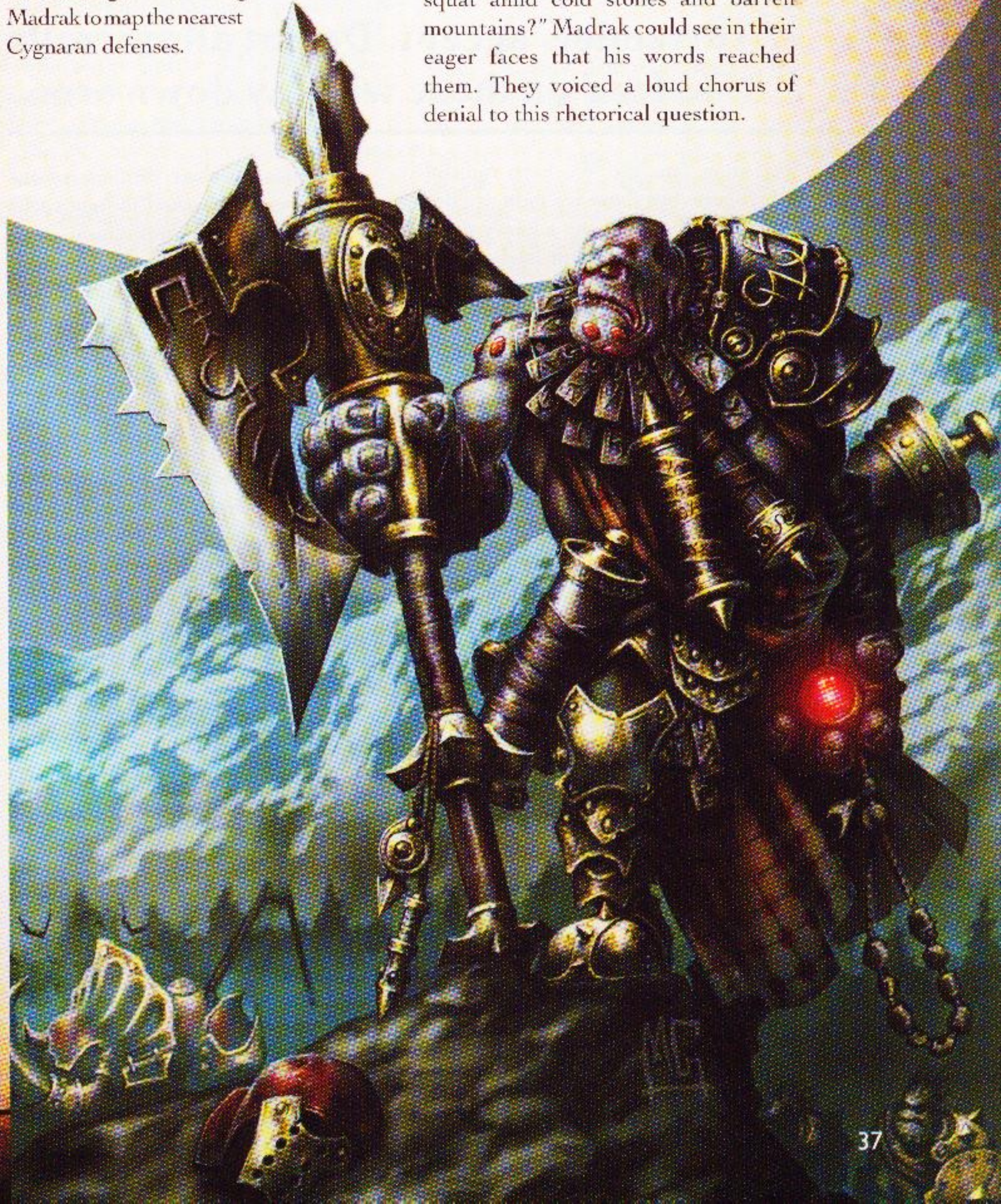
The harsh winter had lingered, extending freezing temperatures well into early spring, but with the thaw came danger and opportunity. Madrak Ironhide and many of his battle-ready kin had holed up among the Dragonspine Peaks for long enough. They had seized a small supply fortress in the hills, abandoned by the Cygnaran Army during the worst of the winter, and despite sporadic efforts by small groups of Cygnaran soldiers to root them out, the trollkin weathered the winter with few losses. Madrak's larger concerns did not regard the kin standing with him, but rather the thousands of kin trekking from the east to rejoin them. The distance was short geographically, but he had no idea if they would be safe. Kargess, Madrak's own mate, was among them.

The largest problem here in the peaks was hunger. They had run through the food stores at the supply fort and local game in these rugged hills proved scarce. While defensible, the location could never support the kriels. Trollkin had to eat, and full-blood trolls had to eat even more. The trolls had gone through their whelps and looked more feral by the day. Increasingly, Madrak saw his dire trolls as a drain on limited resources. He had reached his limit trying to keep them from venturing out for more food. Pyg scouts had investigated the surroundings, allowing Madrak to map the nearest Cygnaran defenses.

The kin gathered at his call outside the fort, armed and ready, with an eager gleam in their eyes. Increasingly of late, even those he thought loyal proved discontented. He had overheard mumbling from some who wished they had joined Doomshaper's trek back to the Gnarls.

"Warriors, heed my words!" Madrak's voice carried well in the still, chill air. "I know it has been long weeks since you have seen your mates or offspring. We are not where we should be. We are not yet home."

This met with loud agreement. He let them bluster before raising a pale hand for quiet. "Our kinfolk come to join us. Runners bring word they are on the march, across the Black River, leaving the Glimmerwood. Do we expect them to arrive here and squat amid cold stones and barren mountains?" Madrak could see in their eager faces that his words reached them. They voiced a loud chorus of denial to this rhetorical question.



"I have chosen land for us. We must take it by force and secure it so our kinfolk have a safe retreat. I do not know if this will be a lasting home, but it will be better shelter than we have had. I hope it offers respite from bloodshed, plentiful food, and proves a place where we can hold our heads high and face a brighter future."

Cheering followed, and Ironhide knew he must say the next part even if it dampened their fighting spirits. "Heed me! Those we will fight have every right to defend their lands against us." This met with hisses and protest and he waited until they quieted. "They want to survive and feed their families. We have rightful grievances, but those we fight are not to blame. They will pay a heavy price for the choices of distant leaders. We who have suffered now bring suffering. Inflict no more than we must."

In years ahead, those we fight today will live alongside us. When they surrender, accept. Do not allow trolls to feed on those who lay down arms.

He paused to let that sink in before continuing. "In years ahead, those we fight today will live alongside us. When they surrender, accept. Do not allow trolls to feed on those who lay down arms. Fight bravely. Crush any who threaten you or the kin at your side, but when your enemies' courage fails and they cry for mercy, rest your blades."

He knew his words had reached them. He raised Rathrok. "To battle!"

* * *

The Cygnaran Army had given up on Spinepoint, but they kept a watch on the road in case the dangerous trollkin decided to emerge. A full encampment of soldiers from Stonebridge Castle waited at the base of the mountains. The winding road up to the fort remained steep and treacherous despite the recent thaw. Every week the officers chose a few unlucky soldiers to man the waypoints and instructed them to fall back if confronted by a superior force.

Corporal Gart Welter and Private Kiel Parlman of the 267th Trenchers manned the chaingun at the highest checkpoint just down the road and around the bend from the fort itself. The post had been dangerous earlier in the winter, when clashes with the trollkin were frequent, but there had not been activity for weeks and now they were bored. Their dug-in chaingun had an excellent field of fire covering a stretch of road between looming trees. Earlier in the season, they had maintained a stronger force, but everyone else had pulled back.

A squad of their brothers of the 267th, presently tasked to haul rocks to reinforce the impromptu wall shielding their position, accompanied the chaingun crew. Flooding and mudslides had made the road nearly impassable and it needed extensive repair to support heavier traffic, such as the reinforcements the men require to deal with the trollkin problem.

"There." Parlman pointed down slope, where smoke rose above the tree line. "That must be the labor 'jack they promised to help with the heavy lifting."

The other Trenchers took this news as an excuse to take a break, smoke cigars, and harass the gunners about sitting on their behinds. "We've got orders to watch the road, so that's what we're doing." Corporal Welter insisted with a smirk, waving at the empty path.

The 'jack's arrival proved a welcome distraction. Welter gave a low whistle as an Ironclad rounded the bend, walking ahead of a horse-pulled wagon carrying coal and a variety of equipment. A portly crew chief held the reins. Beside and behind him rode several assistants including a junior human mechanic and two gobbers. He waved at the Trenchers with a grin. "Chief Wiels Shackleton at your service. Understand you boys need a hand?"

One of the privates eyed the warjack with envy. "How in blazes did a steamo like you get an Ironclad? Thought they'd send a Hurly."

Wiels affectionately patted the Ironclad's hull. "This old war dog was shot to pieces in the siege outside Fellig. Talked Corporal Garsin into nursing it back to health in my spare time. Put months of work into this fella. Has a few problems, a'course; hearing is a bit shot, left leg pistons are weak, but it's battle-ready. For now you've got our help with the road." As the 'jack went to work lifting the heavier stones and clearing debris, the Trenchers grilled the chief for recent news from the Thornwood front.

"Waste of an Ironclad, lifting rocks..." Welter noted from his comfortable perch near the chaingun, earning nothing but a glare from those sweating from the labor.

Everyone froze as a guttural roar, the sound of something large, hungry, and angry, filled the air. It sounded close. Something smashed branches from just through the trees. The Trenchers dropped their rocks and took up their rifles. Corporal Welter hunkered down behind the armored plates of his chaingun. "See anything?"

In answer a hulking shape leapt out from the trees and landed with a heavy thud in the roadway. The blue-skinned beast turned to face them, raising tremendous fists, and let out another roar that almost made Welter soil himself. "Dire troll!" One of the other corporals yelled, "Fire! Kill it!"

Welter already had his finger on the trigger and he squeezed without thinking. The chaingun started spinning. Parlman hesitated only a moment before hunkering down to ensure the belt ammunition fed smoothly. Gunfire erupted from the other Trenchers. Welter saw bleeding holes open in the monster's stomach and chest, but they looked like mosquito bites and just made the creature angrier. The thing turned t

Welter directly, beady eyes boring down, and charged the chaingun. Its wounds closed as he watched. The blood froze in his veins. He could see his own death in that slavering mouth all too clearly.

He screamed incoherently and kept firing. Suddenly a new shape lurched in front of him. He blinked and let the trigger go as he identified the Ironclad. The crew chief behind them yelled, "Run! Down the road! Get out of here!" He had clearly sent the 'jack to buy time, but the squad stood fascinated by the beast and warjack crashing together.

Parlman jumped up and shook his fist, shouting, "Crush that thing!"

Unfortunately the Ironclad faltered on its weaker left leg as it charged and swung its hammer down just short of the dire troll. It shattered part of the road but accomplishing little else. "Quake hammer!" The chief shouted but too late. The dire troll pushed forward and slammed into the Ironclad with its shoulder. Six tons of 'jack stumbled backward toward the edge of the rocky precipice where the road curved. The troll followed up with a roar and raised its tremendous fists over its head to deliver a punishing beating.

The Ironclad regained its feet and must have heard the order since the tremendous hammer in its left hand began to vibrate with power. The warjack slammed it down, drove the hammer spike into the soil, and prompted a deep cracking and rumbling cacophony. The dire troll lost its footing as the ground shook. With a louder splintering sound the weakened soil gave way entirely and slid off the sheer edge of the cliff. The Trenchers watched in amazement as both 'jack and beast slid off the edge to fall some great distance below.

They scrambled to the edge to follow the fall and heard the sound of metal, stone, and flesh shattering down the cliff side. The haze of dust and debris obscured everything. The chief mechanik bore an expression of appalled disbelief.

They heard the distinct sound of a firing mechanism pulled back and locked into readiness.

The squad turned to see that a large group of trollkin had advanced on their position during their distraction. In front stood a hulking brute similar to the one that had tumbled off the cliff, except with chains dangling from its arms and a miniature troll on its back pointing the barrel of an old slugger squarely in their direction.

The Trenchers, mechanik, and nearby gobbers raised their hands meekly in surrender.

* * *

Duke Kielon Ebonhart IV listened to the reports with a deepening scowl. He stood in the largest office of the upper floor of the Corvis garrison, dressed in a uniform befitting his rank as General of the 12th Division of the Cygnaran Army, a position as important today as his noble title of Duke of the Northern Midlunds. The reports reaching him cut painfully close to the bone. A number of senior officers stood in uncomfortable attendance.

"Tell me if I understand the situation properly," he said, his tone measured but dangerous. "Our garrison allowed thousands of armed trollkin to cross the Black River uncontested, after they blockaded the river and interrupted vital trade. Those same trollkin now rendezvous with dangerous rebels who seized the supply fortress at Spinepoint; trollkin rebels who have since descended from the mountains to pillage farms and ranches in my lands and forced my subjects to abandon their homes. Did I forget anything pertinent?"

Adjutant-Commander Collins Hickory of the Cygnaran Reconnaissance Service, serving as liaison to the 2nd Army for Cygnar's scout general, spoke up. "Begging your pardon, sir, but I don't believe calling them 'rebels' is accurate. The Corvis Treaties recognized these trollkin as rightful inhabitants of Cygnar. Having never sworn fealty to the crown they are not technically engaged in rebellion."

Ebonhart turned on him with narrowed eyes. "Thank you for explaining the legal nuances. Does 'uprising' tickle your fancy better, or should we call them cattle-rustlers and thieves?"

Hickory sighed. "Clearly they are operating outside the conditions of their treaties. But the king—"

"Does my good friend King Leto Raelthorne send word of how the crown wishes me to deal with this threat?" Ebonhart interrupted. The duke's obvious sarcasm made several in attendance wince. Ebonhart had remained steadfastly loyal to Leto since Kielon had served as a young Stormblade and fought next to then Prince Leto during the coup to overthrow Vinter IV. That the duke spoke in anger against his king indicated the depth of his indignation. "Does the king send any soldiers to reclaim farmlands seized by these trollkin, to demonstrate thereby that we remain a nation benefiting from the rule of law?"

"The King agrees you must defend your citizens, but our forces are stretched thin. Your own division is having difficulty protecting the river border. We cannot risk our borders as the skorne test the battlements at Eastwall. Between ongoing fighting in Sul and entrenched forces in the Thornwood, we have no one to spare to deal with...internal difficulties."

Ebonhart seethed. "You would have me do nothing." The duke's voice was low and flat, his eyes unblinking.

"The king suggests patience. The Lord Treasurer will make indemnities to affected families until we can arrange for the return of those lands. Allow us to handle this."

"No. I think not." Ebonhart spoke quietly, yet firmly. "I will not ignore my duty to my vassals." He turned to the nearby wall, where his old storm glaive hung in a place of honor. He grasped its long hilt and took it down, weighing it in his hands for the first time in nearly a decade. "Tell the king I will not compromise the strength of our army here or at Fort Falk, but this situation will be dealt with. I will commit my household guard and whatever nonessential soldiers volunteer to follow my banner." He faced Hickory squarely. "I will personally root out the trollkin and drive them from our lands. Tell that to my king. You are dismissed."

Thorn in the Legion's Side

Vassal Talgessin began to face the disquieting notion that his quarry may have outmatched him. It would be a first in decades of hunting and certainly since the strider had accepted the blight-blessing from the Prophet. His orders to locate the enigmatic threat picking at their western camps had lead him to nothing but sites of slaughtered spawn, bloodstained snow, and the occasional mangled remains of blighted Nyss warriors with their heads severed and missing.

His superiors had refused to dedicate additional hunters until they knew more. The enemy moved with a similar elusiveness to his own band, and they left few tracks. The only consistent trail was footprints of large and heavily armored individuals. Their true strength clearly exceeded this, and Talgessin suspected the enemy left the visible tracks purposefully as an enticement to ambush.

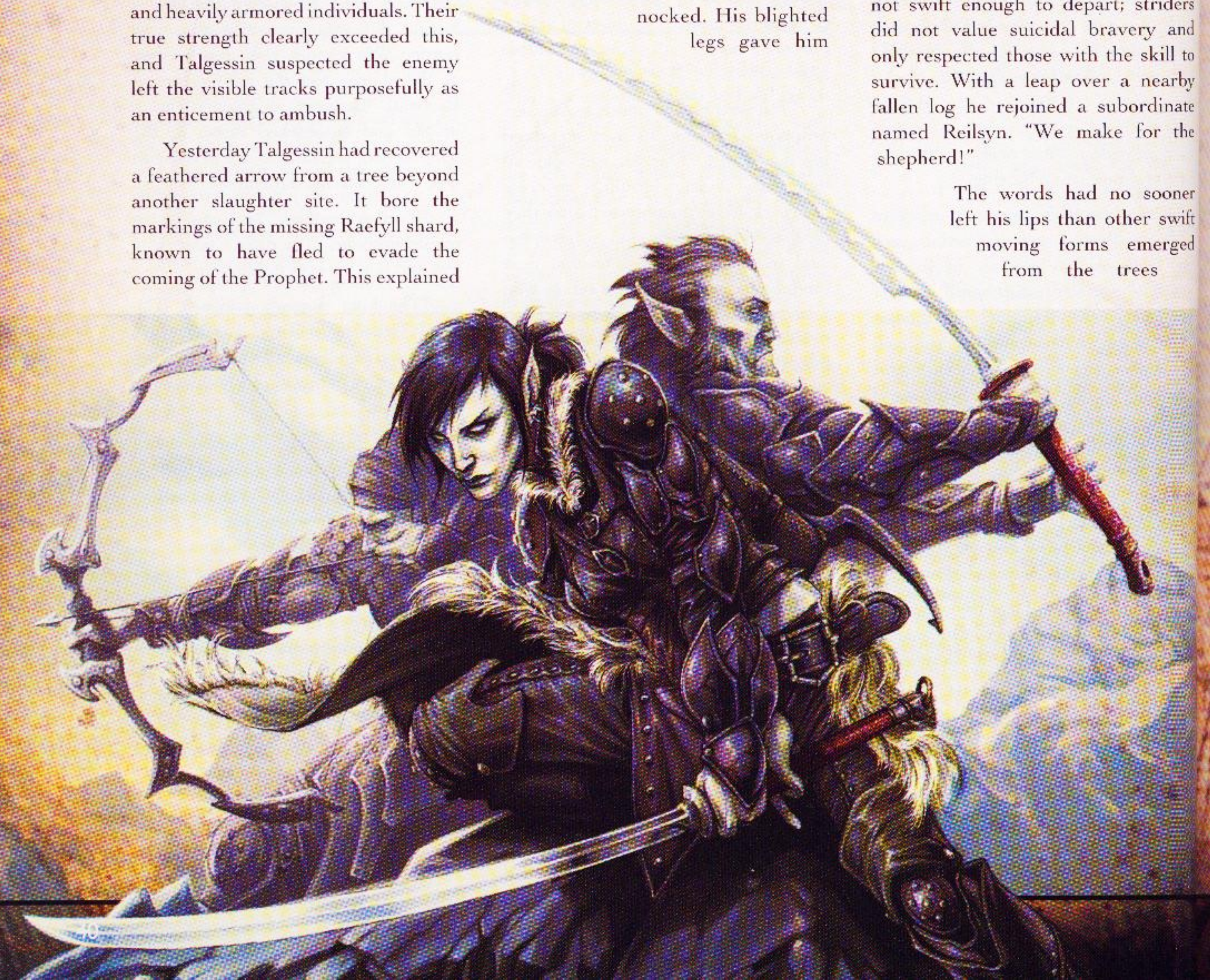
Yesterday Talgessin had recovered a feathered arrow from a tree beyond another slaughter site. It bore the markings of the missing Raefyll shard, known to have fled to evade the coming of the Prophet. This explained some of their difficulties. The Raefylls ranked among the most skilled of the northern hunters. Bringing them into the Legion's embrace would certainly earn him accolades.

He signaled to his striders to keep to tree cover as they moved toward a narrowing of the icy valley. Rather than following the obvious tracks, he had made careful deductions regarding the wider travels of the enemy and believed he had determined where they regrouped and camped between battles. Talgessin had chosen not to call for additional forces until he had confirmed the presence of the enemy with his own eyes.

The shadows in the forest ahead deepened. Talgessin glanced to see if a cloud had crossed the sun, but the sky remained clear. He got no further warning. He had enough time to give a quick bird-like whistle of warning and spring back with bow raised and arrow nocked. His blighted legs gave him a mobility few could match, and in this case it saved his life as spectral forms in thick armor and wielding elegant polearms and shields roiled out of the darkness between the trees. He let an arrow fly and felt satisfaction as it shattered the bared skull of the first creature, causing it to crumble and collapse into a pile of clattering armor.

To his left another shadow flickered through the trees to intercept his subordinate Klyvess. The other strider turned as the shadowy form solidified, already swinging its weapon in a deadly sideways arc. Klyvess had to draw his own sword to deflect the blow and barely eluded the thrust. He lunged, but could not penetrate the thick metal plates. More dark forms swept forward, darkness flowing as a mist below them. Talgessin made a circling gesture, pointing away, giving the retreat order. All knew their lives were forfeit if they were not swift enough to depart; striders did not value suicidal bravery and only respected those with the skill to survive. With a leap over a nearby fallen log he rejoined a subordinate named Reilsyn. "We make for the shepherd!"

The words had no sooner left his lips than other swift moving forms emerged from the trees



ahead to cut off their retreat. Before he could discern their nature, he nocked his bow and let an arrow loose straight into the throat of the nearest attacker. The figure gurgled and coughed blood before falling to the snow, clearly no relation to the dead things in armor.

These new attackers bore the claymores of his people. Shard Raefyll! He took no time to consider this. He leapt down a ravine to his right, finding sure footing despite the unthawed and compressed snow, and heard the sound of blades clashing. He did not spare a look behind. The lives of his fellows mattered little next to getting word to those awaiting him. As his subordinates died behind him, Talgessin broke clear of the tree line and fled as arrows impacted the soil behind his heels.

* * *

Hylvess and Cylena watched from a distance as the undead did their grisly work. She could not observe their profane industry without feeling disgust and doubt, but Cylena refused to look away. She had made a habit of hovering nearby after battles to watch the eldritch and his dark minions. She considered it important not to forget the horrors to which she had linked the fate of her shard. Her face stayed blank but her eyes held some clue to the tormented penance she endured.

In his warcaster armor, the eldritch Goreshade stood like a king or war chief attended on either side by creatures equally horrifying. She had learned their names in the last weeks during this unsavory alliance. Bane Lord Tartarus, to whom all the rest except the eldritch deferred, towered over his bloodthirsty subordinates Suneater and Kortesh. They picked among slain blighted Nyss and discussed their merits as fishermen might review their daily catch. Some the eldritch took aside, ripped their skulls from their bodies, peered into their dead eyes, and whispered to them as if interrogating the dead.

Those deemed more worthy Goreshade handed intact to the bane lord, who took them aside for unholy ministrations. Tartarus inscribed profane runes upon their dead flesh and called a chill darkness from beyond death to enter their forms and stir their limbs with a mockery of life. Bestowed with armor and weapons, these joined their train as replacements for those destroyed in battle. Of all the survivors of Raefyll, only Cylena had the stomach to witness this process.

Hylvess spoke to her now in low tones. "We only lost Ghyl. Killed by the strider before he fled."

Cylena sighed. "He will be mourned. Praise Nyssor no others joined him today." Cylena sensed the anger in her lieutenant but did not acknowledge it. At the end of the battle Hylvess had pleaded to give chase to the retreating strider. Cylena had refused her, obeying Goreshade's order to allow one of the striders to flee. Cylena no longer cared what scheme this may be.

Hylvess spoke again even more quietly. "Fysren has returned from his errand to the south. He brings exciting news. We have found another possible ally, one less despicable."

Fysren has returned from his errand to the south. He brings exciting news. We have found another possible ally, one less despicable.

Cylena held a finger to her lips. "Do not yet speak of this. That one's ears are sharp." Her eyes flickered to the armored eldritch. "We are not yet ready to make that move."

"Why? Surely you do not believe these abominations will honor their agreement?"

Cylena frowned and stepped away from the unliving. She kept her voice low even once they had some distance. "I concede that with each passing day it seems less likely Cryxian reinforcements will arrive. We continue making these small strikes on the fringes rather than moving seriously toward the heart of our foe. Still, I would use this creature against our enemy. He has every reason to want Ethrunbal destroyed. I am wary for treachery, but so long as his goals and ours coincide, we must endure."

"Nothing he does can work to our benefit. We should free ourselves while we can."

Cylena's lips compressed and she looked at her friend with a glare. "I have made a vow. I will see it done. Whatever it costs, we battle those who brought our people to ruin."

"There are others who would help us. These new friends—"

"Have not yet proven trustworthy," Cylena interrupted. "They too might seek to use us and offer empty promises. I trust humanity no more than these horrors. This one, at least, I know to be a bitter enemy of our enemy. It is not yet time to abandon this course." Her voice was resolute. Hylvess, although clearly not convinced, nodded and stayed silent.

* * *

Goreshade completed his mystical interrogation and handed the grisly trophy into Suneater's eager gauntlets. Darkness completely enshrouded Suneater's hulking form, and it took the severed head as if handling something precious. The head had distinctly pointed ears, a face slack in death, and pale bloodless flesh contrasting with its raven-black hair. Goreshade sensed the approach of Bane Lord Tartarus and turned to him with a slight nod of recognition.

"Found what you seek?" Tartarus asked, his sonorous voice cold and inhuman. He rarely spoke and his intonations carried a peculiar accent.

"There is no whisper of the dragon itself." Goreshade's eyes burned with anger. "Not a single witness has seen our quarry. It hides well, despite this inexplicable proliferation of spawn.

Repeatedly the dead speak the name 'Thagrosh', our best link to Ethrunbal. There is nothing more to gain from interrogating lesser intermediaries. We must goad him to battle. It is time for us to rewrite the rules of this game."

Tacit Misunderstandings

Primus Joxaal led his forces through the barren red sands with a confident posture, but inwardly he worried he had gone astray. Despite the best advice of his subordinates, including one who had made this crossing before, several stretches of these wastes lacked obvious geography among the shifting dunes and rendered his maps useless. He led a maniple of praetorians and cyclopes, a sizable component of the larger cohort he had been sent to reinforce. They had ample water and food, so he knew they could endure, but he also knew that straying too far southeast could put his entire mission in danger.

A windstorm had kicked up during the early dawn and obscured the distant mountain peak he had used as a marker. Hours later, when the wind subsided, senior Dakar Lekask asked him, "Should that peak be so far to the right?"

"Thank you, dakar." Joxaal replied, not letting his annoyance show on his face, and corrected their course by turning further west. He was uncertain if this would suffice.

Dakar Lekask later asked, "How do we know if we are moving where we should not?" Joxaal frowned. While a stalwart, veteran fighter and skilled with his blade, Lekask had a thick skull and a somewhat simple mind. If he had these thoughts, others did as well.

"There are no formal agreements. It is a tenuous arrangement at best. If we do not venture past a specific line of hills, the southern fanatics will let us pass. If we come too close, they will attack. So long as we move toward this enemy border fortress, what they call the 'East Wall', they will not waste lives falling on our blades. Think of it like two feuding houses, one on either side of the river. Our attacks divert one house, to the benefit of the other. Neither is our friend." He often had to resort to such comparisons to make Lekask understand, but Joxaal did not mind so long as the junior officer continued to prove his ferocity in battle.

"Primus!" A nearby soldier yelled to gain his attention, pointing to the dune ahead. Joxaal used his hand to shield his eyes and squinted. He saw a small robed figure peering in their direction. In the next moment the figure had turned and vanished.

Joxaal shared a significant look with Lekask. "This does not bode well."

* * *

High Allegiant Amon Ad-Raza walked the dunes, following a line of stable elevated ground where the winds had swept to the bedrock. In this convoy he had a Castigator, three Dervishes, and a Devout, all promised to the Northern Crusade. A smaller shipment than usual, but the intense fighting in Sul meant that Imer had limited resources to spare for Severius and his followers. A number of choir, zealots, and a small detachment of Knights Exemplar Errants slated to join the crusade accompanied Amon. The zealots and choir looked after several horse-pulled wagons of supplies, including ample coal and water to keep the warjacks operational.

He spotted a half-dozen figures, one of several groups of tribal nomadic Idrians Amon had recently recruited to serve as his outward eyes and ears ahead of the column, hurrying across the dunes ahead toward his position. None of Amon's trips had been uneventful, and in each case he had been forced to fight off attackers.

The eager young Exemplars Errant had crossbows ready, but he gestured for their warder to stand down. "It is Abidin Tar-Raza; he heeds my orders." The warder nodded but his men remained tense, clearly not reassured by these nomads' recent conversion to the Menite faith. Amon had not bothered to explain that Abidin and his cousins came from the High Allegiant's tribe. It was a large and diverse group of families, some only tenuously in contact with the rest, and Amon had endeavored to periodically walk among them and exhort them to embrace the True Law. He remembered with some shame the heathen ways of his own parents.

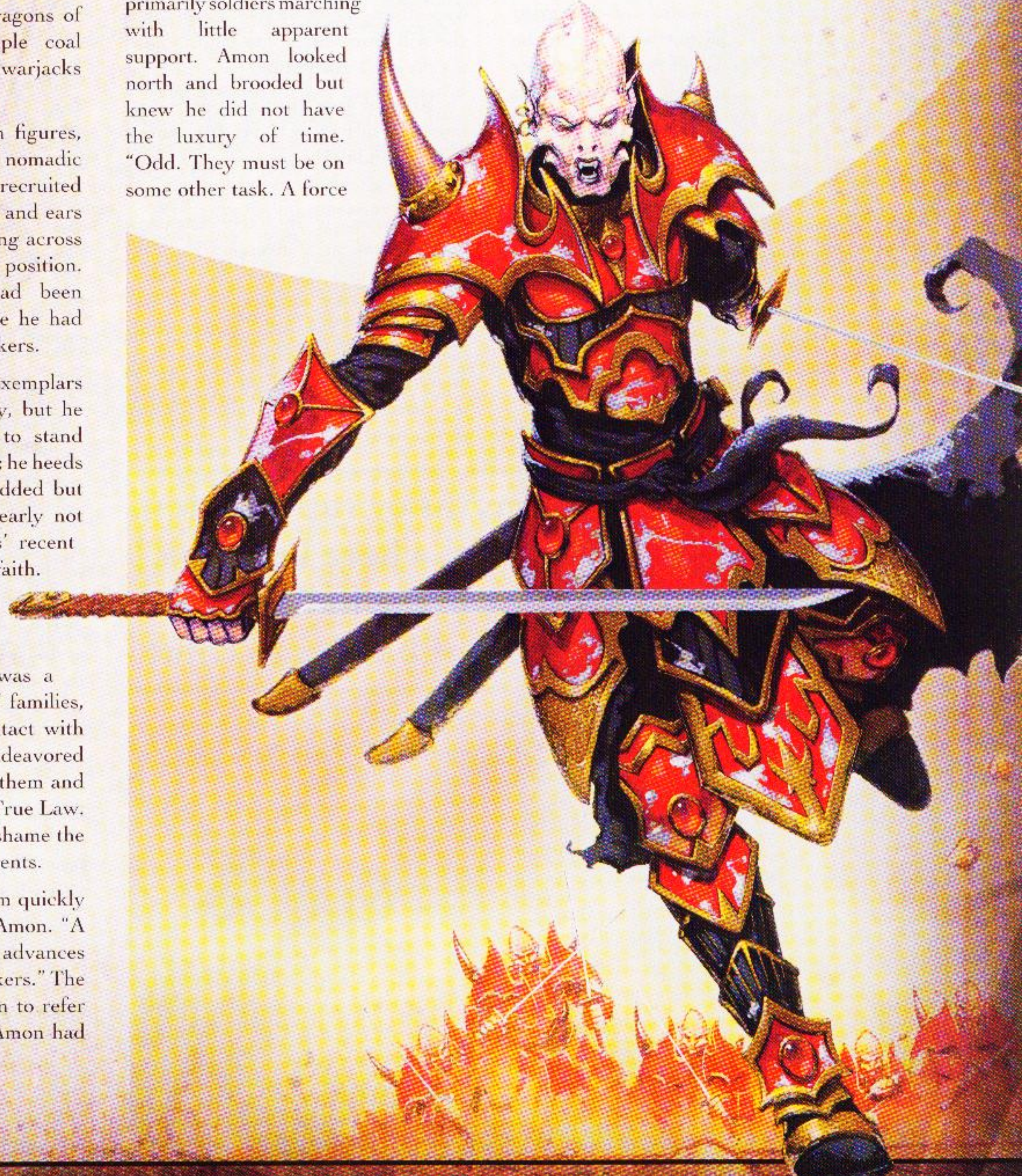
The Idrians reached them quickly and bowed respectfully to Amon. "A force of the hairless ones advances just north, well past the markers." The Idrians used that appellation to refer to the skorne, with whom Amon had become all too familiar.

"This far east?" It was impossible to determine Amon's expression behind his mask, but his fists clenched on Oblivion's chain. He had spoken with those who objected to allowing the skorne to pass through the region, although he understood the usefulness of allowing them to attack Eastwall thereby drawing Cygnarans from Sul. "They have grown bold. Do they look ready for siege work?" The course upon which they seemed bent would send them toward Tower Judgment, which had endured assaults by the skorne in earlier months.

Abidin explained the disposition of the forces, primarily soldiers marching with little apparent support. Amon looked north and brooded but knew he did not have the luxury of time. "Odd. They must be on some other task. A force like this would never survive against the Tower. They test our patience. We must crush them."

Warder Farnor Alkon, resplendent in the heavy armor of his order, had stepped nearer during the exchange. "What of our mission? This could delay us. Let us send word to Imer and go past them."

Amon stared at the warder with a force that was almost tangible, and at last the exemplar looked away. Amon spoke slowly, as if to one of his students. "I know you are eager to test yourself against the northern heathens, but we cannot allow these godless invaders to



violate our borders. I thought they understood this, but clearly we must brand the warning more deeply in their flesh."

* * *

Old Enmities

"So the storm crow limps back, defeated." Omnipotent Dahlekov addressed the returning druid. "Rosvon brought me word of your failure. That he lives still is at least one small thing to your credit."

Krueger the Stormwrath's face was livid, a twitch reaching his right eye, at Dahlekov's mention of that great guardian of the northern Circle the pureblood warpwolf Rosvon. Krueger owed that warpwolf his survival in the recent battle with Khadorans, but this did not prevent the druid from resenting the creature for so promptly reporting the setback. "You sent us ill-prepared and predestined our defeat. I told you from the outset it would require a stronger force, yet you blithely ignored me."

The lined face of the elder druid remained inscrutable. "You answer to me. I do not answer to you. If I choose to speak your failings aloud, you should thank me for the instruction. I put tremendous faith in you, but now the Shadoweald is occupied. For long centuries we held that bastion sacrosanct. Now the crone has seized it. I thought you had risen to be her equal. I see I was mistaken."

"I do not fear old myths or superstition. I will walk when and where I choose." Krueger strode from the hall, his eyes fierce with the promise of battles to come.

"How have you fared in your own battles against her, Dahlekov? You chide me while hiding in your glade and miserly hoarding your strength. It is foolish to underestimate a foe that has been laying ambushes against our order for millennia."

"I tire of your excuses. Restoring the Shadoweald falls to you. I have defended you time and time again to the council. Even I tire of your temper. I tolerate your insolence only as far as you remain a formidable weapon. Failing that, I have no use for you."

"Allow me to assemble those of my choosing. Do not impede me."

The omnipotent waved a hand dismissively. "Do as you must. Be aware that Lortus has already consigned the Stonecleaver to other tasks, so do not trouble him. You can have what you need, within reasonable limits. Do not wait overly long to strike. The crone exploits this opportunity to hit us elsewhere. Soon she will move north into lands where the dragon's army stirs."

Krueger gave a grudging and small bow and turned to leave. He paused at the sound of the omnipotent's voice speaking after a thoughtful pause.

"Krueger, it is likely she will provoke you as a diversion to draw our forces into the open. We cannot leave other sites vulnerable. She has manipulated the Khadorans into believing we are responsible for the many ills besetting them recently. It is a dangerous time to walk blackclad across these northern lands."

"I do not fear old myths or superstition. I will walk when and where I choose." Krueger strode from the hall, his eyes fierce with the promise of battles to come.

* * *

Lieutenant Kommander Vojin Zavor rode alongside the new Kapitan Ivdan Malkevich sent to reinforce this position. His company, fresh from Volningrad, stretched behind them and made good time on the march. The young kapitan clearly looked disgruntled and unhappy at being sent northwest. Vojin had seen it before; he knew the kapitan had received this command upon promotion and dreamed of going to Ravensgard to engage the southern Cygnaran dogs. Likely he took this posting as a sign of disfavor and brooded on what misstep he may have made. No ambitious soldier ever aspired to join the Third Border Legion.

Stout and heavy-set, even by Khadoran standards, Vojin Zavor had square shoulders and grey streaks in his heavy beard. The darker, thick hair at his temples had begun to recede and crows-feet lined the corners of his eyes. The intensity of his eyes remained undiminished, despite his age, as did the commanding boom of his voice raised to address the men. His scarred face bore the legacy of many old injuries. He was missing two fingers from his left hand, and when afoot he walked with a pronounced limp. For all this, not a single officer among his subordinates would have bet against him in a brawl. As a youth he had wrestled bears to earn coins from the crowd with a traveling carnival near Skirov. Those who had seen him without jacket or shirt spoke of old scars lacing every inch of his torso.

In some quarters they called him "Agha's Kommander", as no one had fought longer in the service of Zevanna Agha, the "Old Witch of Khador". This gave him a dark and sordid reputation that he used to his advantage and seemed to enjoy. Technically attached to the 3rd Army as part of the Third Border Legion, the High Kommand posted him wherever Zevanna asked and gave him command over whatever forces she wished. Wherever Vojin marched, a flood of confusing paperwork followed as army administrators invented plausible explanations for troop movements and warjack allocations.

"Come, Ivdan, ride ahead." The gruff senior officer twitched his reins and galloped his black steed toward the rise. The kapitan, clearly inexperienced in the saddle, had no choice but to follow less comfortably on his brown mare. It was a relatively warm day for early in spring, but the wind carried with it the foul odor of something spoiled and rotten.

As they topped the hill and continued down toward the ruins of a smoking village, the kapitan began to understand. "Who did this?" Something had clearly slaughtered everyone in the village. Flies clustered in heavy clouds over fallen bodies. The smoke billowing from a few stubborn house fires only slightly dampened the reek of death.

"Come; see with your own eyes. It is important." Vojin grinned with a slightly maniacal fierceness. The kapitan hesitated but forced his horse forward, ignoring its protests as its eyes rolled and it stomped uneasily. "Let us go on foot." Vojin's own horse seemed well inured to such sites and not troubled at all by the carnage. The two dismounted. Vojin could see by the expression on Ivdan's face that being even a few feet closer to the sight of the dead made it worse. He nodded in a self-satisfied way. "One of the first duties of your kompany will be giving these dead a proper burial. Better get used to the smell. You must be resolute when ordering your men. They cannot see squeamishness."

They walked toward a conspicuous pile of bodies. Strange muscled brutes with grotesque faces, creatures of stone and wood, and men decked in the hides of wolves lay amid dead Khadorans. The officers saw Khadoran army uniforms, mostly Winter Guardsmen, among the dead. Some were young like the men fresh from Volningrad who marched even now toward their position. The kapitan swallowed and tried to control his shock.

Vojin spoke almost casually. "The fighting went badly here. My force arrived late, sadly, after the village was as good as dead. We did what we could to avenge them." He looked at Ivdan. "I am told you were raised a Menite, Ivdan. Is that correct?"

The kapitan blinked in confusion and finally tore his eyes from the corpses. "Yes, sir."

"I know you are not happy with joining us, with coming to serve her. Likely the priests have filled your head with concerns. You think she is something unsavory, something arising from the darkness."

The kapitan cleared his throat, "Sir, I follow orders. I am here to serve–"

"Quiet. You know the tales of Menoth and his war with the Devourer. The Beast of All Shapes. Vomiter of Darkness. The old enemy." He waved a gloved hand toward the corpses and the flies. "Here you can see some old tales are true. I know you hoped for glory in the south, at Ravensgard, but what we do here is important. This is why we fight. The Devourer walks among us here. The wilderness madmen lurking in the forest, the blackclads, come to steal children in the night. You have heard of them, thought them a myth. I tell you, they are real."

The kapitan looked back down to the strange monstrous corpses. Few sane men could claim doubt or disbelief in the face of this.

Vojin continued speaking in a low and hypnotic cadence. "They come to destroy what our ancestors worked to build. They awaken these monsters from the darkness and send them against us. She whom I serve stands against them. She that we march to join. She is...not like anyone you have ever met. She will frighten you. There is no shame in it. Understand that we fight against such horrors as these. You have come to a strange battlefield. Some myths walk, kapitan. They have teeth and thirst to tear out your throat."

He touched the firearm hung from his belt. "They do bleed, and we have the weapons to put them down."

He stepped forward to nudge a corpse onto its back with his boot. The kapitan stepped back in revulsion at seeing a woman mangled almost recognition. Vojin's voice was both sad and angry. "This one probably has sons. Perhaps you trained with them. Perhaps they fight at Ravensgard. I tell you, her sons would gladly switch places with you. Remember this when we reach she who leads our defense of the Motherland. Remember this when we battle cultists who would blot out the sun and feed us to wolves."

The fate of western Immoren rests in your hands when the war-torn kingdoms of WARMACHINE confront the savage threat of the HORDES factions this summer. This massive conflagration will shake the foundations of the Iron Kingdoms to their very core!

By ***The Privateer Press Staff*** · Art by ***Matt Dixon*** and ***Brian Snoddy***

SUMMER RAMPAGE! Survival Guide!

A WARMACHINE vs. HORDES LEAGUE

Welcome to the Summer Rampage Survival Guide. The Summer Rampage league begins worldwide this July. You're about to experience the most visceral combat ever to take place on a table top and we're here to help.

The Summer Rampage league is the ultimate battle for who gets to sit on the top of the food chain. This Survival Guide will show you how to get the most out of your experience and provide you the rules and tools you need to dominate, destroy, and devour the competition.

Summer Rampage is a five-week league that pits the factions of WARMACHINE against the factions of HORDES. In addition to the rules and scenarios tailored to the League itself, we've included devastating Finishing Moves for warbeasts and warjacks that allow you to slaughter your opponent with style. We've maximized the visceral, bone-crushing action by including Rampages that push your warjacks and warbeasts right to the pinnacle of killing power. In the following pages we'll give the scoop on all these new rules that can make you a lean mean killing machine on the table.

Look for the **Summer Rampage Player's Kit** insert in this issue. Player's Kit includes:

- **SUMMER RAMPAGE league scorecard**
- **Finishing Moves card for warbeasts and warjacks**
- **RAMPAGE Tokens for your league achievements**

This issue of *No Quarter* is your ticket for playing in a Summer Rampage league at a participating store near you. Just tear out the insert, cut out the individual parts, and you're ready to get your HORDES or WARMACHINE army into someone's grill!

To find a participating stores:
www.privateerpress.com/rampage/stores

Getting in on the action!

Summer Rampage begins July 11th. Check if your store is participating!

League runs July 11 - August 15

Finishing Moves

After a warjack destroys a warbeast with a melee attack or a warbeast destroys a warjack with a melee attack, it may make a Finishing Move. When a model makes a Finishing Move, its controller chooses one from the list below. Finishing moves are not power attacks and do not require a warjack to spend a focus point or a warbeast to be forced. Finishing Moves can only be used in Summer Rampage league games, so do your best to maximize your damage!

In the Summer Rampage league we are adding some additional warjack versus warbeast rules to facilitate maximum aggression. In addition to describing how warjacks and warbeasts Arm/Weapon Lock each other, we are adding new flesh tearing, metal rending Finishing Moves just for Summer Rampage league games.

Warjack Finishing Moves

When a warjack destroys or totals a warbeast it may choose to make one of the following Finishing Moves:

Meat Shield

The warjack holds up the warbeast's dead carcass and uses it as a meat shield. The warjack gains +2 ARM versus damage that does not originate in its back arc. Meat Shield lasts for one round.

Skull Crusher

The warbeast's death is so sudden and violent its life essence slips away before it can be reaved. If the warjack makes a Skull Crusher Finishing Move, fury points on the warbeast cannot be reaved.

Spinalectomy

The warjack tears the spine out of the warbeast and holds it up for all to see. A warjack must have a functional Open Fist to make a Spinalectomy Finishing Move. Enemy models/units within 8" and with LOS to the warjack must pass a command check or flee. Add one fury point to enemy warbeasts within 8" that have LOS to the warjack.

Warbeast Finishing Moves

When a warbeast destroys a functional, but not disabled, warjack it may choose to make one of the following Finishing Moves:

Aneurism

The warbeast rips out the warjack's cortex and crushes it, sending a wave of brain boiling feedback to the warjack's controlling warcaster. During its controller's next Control Phase, the warcaster receives d3 less focus points.

Mark Territory

After beating the warjack into scrap, the warbeast marks the (now steaming) wreckage. The warbeast may remove any number of fury points.

Scatter Wreckage

Having broken the warjack into a twisted wreck, the warbeast scatters the pieces. Models within 4" of the warbeast's front arc suffer a damage roll equal to half the warbeast's STR. The totaled warjack is removed from the table and is not replaced with a totaled warjack wreck marker.

Awards!

DOMINATOR

You collect victories like the Butcher collects heads. The player with the most league points by the end of the league will be declared the Dominator.

MASTER OF MACHINES

You were born to this. Irusk has nothing on you. The WARMACHINE player with the most wins by the end of the league will be declared the Master of Machines.

MASTER OF BEASTS

Your black-hearted savagery truly knows no bounds. The HORDES player with the most wins by the end of the league will be declared the Master of Beasts.

RELENTLESS

Your hunger for battle puts a Totem Hunter to shame. The player who played the most games during the league will be declared the Relentless.

RAMPAGE

You just can't keep your inner-beast locked up. The first player to perform all 5 Rampages will gain the Rampage award.

SUMMER RAMPAGE

Warjack Finishing Moves

When a warjack destroys or totals a warbeast it may choose to make one of the following Finishing Moves:

Meat Shield

The warjack holds up the warbeast's dead carcass and uses it as a meat shield. The warjack gains +2 ARM versus damage that does not originate in its back arc. Meat Shield lasts for one round.

Skull Crusher

The warbeast's death is so sudden and violent its life essence slips away before it can be reaved. If the warjack makes a Skull Crusher Finishing Move, fury points on the warbeast cannot be reaved.

Spinalectomy

The warjack tears the spine out of the warbeast and holds it up for all to see. A warjack must have a functional Open Fist to make a Spinalectomy Finishing Move. Enemy models/units within 8" and with LOS to the warjack must pass a command check or flee. Add one fury point to enemy warbeasts within 8" that have LOS to the warjack.

All contents TM and/or © Privateer Press Inc. 2001 - 2007

BLOOD BATH

TRIGGER:

Warjack/warbeast performs a Finishing Move.

All contents TM and/or © Privateer Press Inc. 2001 - 2007

COUNTING COUP

TRIGGER:

Warjack/warbeast makes an attack that results in knocking down an enemy warcaster.

All contents TM and/or © Privateer Press Inc. 2001 - 2007

RAG DOLLS

TRIGGER:

Warjack/warbeast Double-Hand Throws, Slams, or Throws an enemy and the attack results in destroying 2 or more enemy models with collateral damage.

All contents TM and/or © Privateer Press Inc. 2001 - 2007

HELL RAISER

TRIGGER:

Warjack/warbeast destroys one or more enemy trooper models resulting in an enemy unit making and failing a massive casualties roll.

All contents TM and/or © Privateer Press Inc. 2001 - 2007

TENDERIZER

TRIGGER:

Warjack/warbeast destroys 5 or more enemy models with a Trample power attack.

All contents TM and/or © Privateer Press Inc. 2001 - 2007

CUT ON THE DOTTED LINES.

SUMMER RAMPAGE 2007

Name: ______________________

Player Number: ______________________

Faction: ______________________

Player Ladder Pos.	Opponent		Game			Bonus Points			Sub Total
	#	Ladder Pos	Size	W/L/D	Pts.	Bounty	Boast	Ladder	
Week Four Total:									
Week Five Total:									

Total Wins: ______________________

Total Games: ______________________

Total League Points: ______________________

Rampages:	BLOOD BATH	COUNTING	RAG DOLLS	HELL RAISER	TENDERIZER

All contents TM and/or © Privateer Press Inc. 2001 - 2007

SUMMER RAMPAGE PLAYER KIT

All contents TM and/or © Privateer Press Inc. 2001 - 2007. Permission granted to photocopy for personal use only.

SUMMER RAMPAGE PLAYER KIT

SUMMER RAMPAGE 2007

Name: ______________________________

Player Number: ______________________

Faction: ____________________________

Player Ladder Pos.	Opponent		Game			Bonus Points			Sub Total
	#	Ladder Pos	Size	W/L/D	Pts.	Bounty	Boast	Ladder	
								Week One Total:	
								Week Two Total:	
								Week Three Total:	

CUT ON THE DOTTED LINES.

SUMMER RAMPAGE

Warbeast Finishing Moves

When a warbeast destroys a functional, but not disabled, warjack it may choose to make one of the following Finishing Moves:

Aneurism

The warbeast rips out the warjack's cortex and crushes it, sending a wave of brain boiling feedback to the warjack's controlling warcaster. During its controller's next Control Phase, the warcaster receives d3 less focus points.

Mark Territory

After beating the warjack into scrap, the warbeast marks the (now steaming) wreckage. The warbeast may remove any number of fury points.

Scatter Wreckage

Having broken the warjack into a twisted wreck, the warbeast scatters the pieces. Models within 4" of the warbeast's front arc suffer a damage roll equal to half the warbeast's STR. The totaled warjack is removed from the table and is not replaced with a totaled warjack wreck marker. A warbeast may continue its combat action after making this Finishing Move.

BLOOD BATH

RAMPAGE:

Friendly warjacks/warbeasts within 10" of the model triggering the Rampage may charge without spending a focus point or being forced at SPD +5 during their activation this turn.

COUNTING COUP

RAMPAGE:

Immediately after the attack is resolved, the warjack/warbeast may move up to its current SPD in inches and then make an attack with any weapon regardless of the weapon's ROF. The attack roll is boosted. The model may make a ranged attack even if its initial attack was a melee attack or a melee attack even if its initial attack was a ranged attack.

RAG DOLLS

RAMPAGE:

Once the attack is resolved, the model that triggered this Rampage may immediately make a Trample power attack if able.

HELL RAISER

RAMPAGE:

The model that triggered this Rampage may immediately move up to its SPD in inches and either gain up to three (3) focus points or discard any number of fury points. A warjack cannot have more than three (3) focus points as a result of this Rampage.

TENDERIZER

RAMPAGE:

The model that triggered this Rampage may activate again immediately after its current activation ends.

Rampages

Rampages are absolutely brutal maneuvers with feat-like consequences that may be accomplished by a warjack or warbeast during a Summer Rampage game. Pulling off one of these maneuvers takes aggression, courage, skill, and often a bit of luck. Not only will a successful Rampage strike fear into the heart of your enemy, it also nets you five (5) additional League Points. In addition to the League Points scored, each Rampage affects the warjack or warbeast that scored the Rampage. Pulling off a Rampage in a game may be one of the easiest ways to advance up the league ladder, but pulling off a Rampage can be anything but easy!

Tip: How to Pull Off A Rampage.

Rampages may happen when a model succeeds in a particular action. Their occurrence can be rare so take advantage of them when you can.

When a model succeeds in an action that can trigger a Rampage, its controller may choose whether or not to use the Rampage. If a model succeeds in an action that can trigger more than one Rampage, its controller chooses which Rampage he wants to use.

Tip: Rampage Early. Rampage Often

A player can achieve only one Rampage per game and each Rampage may be accomplished only once during the League. Once you've accomplished a Rampage, attach your Rampage Token to your Summer Rampage Score Card so your enemies know what kind of beast they are dealing with. Be the first to achieve all 5 Rampages in your league and you'll qualify for the Rampage Prize.

BLOOD BATH

TRIGGER:

RAMPAGE:

Friendly warjacks/warbeasts within 10" of the model triggering the Rampage may charge without spending a focus point or being forced at SPD +5 during their activation this turn.

Blood Bath

When a warjack/warbeast performs a Finishing Move this Rampage may be triggered. When this Rampage is used, friendly warjacks/warbeasts within 10" of the model triggering the Rampage may charge without spending a focus point or being forced at SPD +5 during their activation this turn.

COUNTING COUP

TRIGGER:

Warjack/warbeast makes an attack that results in knocking down

RAMPAGE:

Immediately after the attack is resolved, the warjack/warbeast may move up to its current SPD in inches and then make an attack with any weapon regardless of the weapon's ROF. The attack roll is boosted. The model may make a ranged attack even if its initial attack was a melee attack or a melee attack even if its initial attack was a ranged attack.

Counting Coup

When a warjack/warbeast makes an attack that results in knocking down an enemy warcaster this Rampage may be triggered. Immediately after the attack is resolved, the warjack/warbeast may move up to its current SPD in inches and then make an attack with any weapon regardless of the weapon's ROF. The attack roll is boosted. The model may make a ranged attack even if its initial attack was a melee attack or a melee attack even if its initial attack was a ranged attack.

HELL RAISER

TRIGGER:

Warjack/warbeast destroys one or more enemy trooper models resulting in making and failing a

RAMPAGE:

The model that triggered this Rampage may immediately move up to its SPD in inches and either gain up to three (3) focus points or discard any number of fury points. A warjack cannot have more than three (3) focus points as a result of this Rampage.

Hell Raiser

When a warjack/warbeast destroys one or more enemy trooper models resulting in an enemy unit making and failing a massive casualties roll this Rampage may be triggered. The model that triggered this Rampage may immediately move up to its SPD in inches and either gain up to three (3) focus points or discard any number of fury points. A warjack cannot have more than three (3) focus points as a result of this Rampage.

RAG DOLLS

TRIGGER:

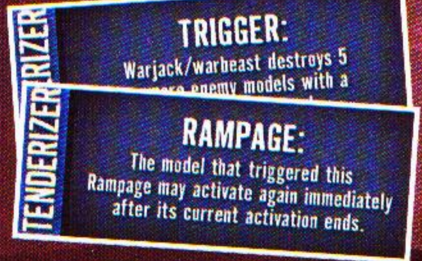
Warjack/warbeast Double-Hand Throws, and the attack

RAMPAGE:

Once the attack is resolved, the model that triggered this Rampage may immediately make a Trample power attack if able.

Rag Dolls

When a warjack/warbeast double-hand throws, slams, or throws an enemy and the attack results in destroying 2 or more enemy models with collateral damage this Rampage may be triggered. Once the attack is resolved, the model that triggered this Rampage may immediately make a trample power attack if able.



TENDERIZER

TRIGGER:

Warjack/warbeast destroys 5 enemy models with a

RAMPAGE:

The model that triggered this Rampage may activate again immediately after its current activation ends.

Tenderizer

When a warjack/warbeast destroys 5 or more enemy models with a trample power attack, this Rampage may be triggered. The model that triggered this Rampage may activate again immediately after its current activation ends.

Now that you're armed with the ability to do tremendous damage to your enemies, we expect nothing less that domination, destruction, and devouring of all that stands between you and the top of the food chain! For more brutal combinations check out our Overkill tips on page 52.

Don't forget to tell us about your victories on the battlefield. Send your stories of successful Rampages to crow about your victories or commiserate with the victims on our Rampage forums at forums.privateerpress.com

www.privateerpress.com/rampage

Arm, Head and Weapon Locks

Differences in the performance of warjacks and warbeasts require different rules depending on whether a warbeast is locked by a warjack or whether a warjack is locked by a warbeast.

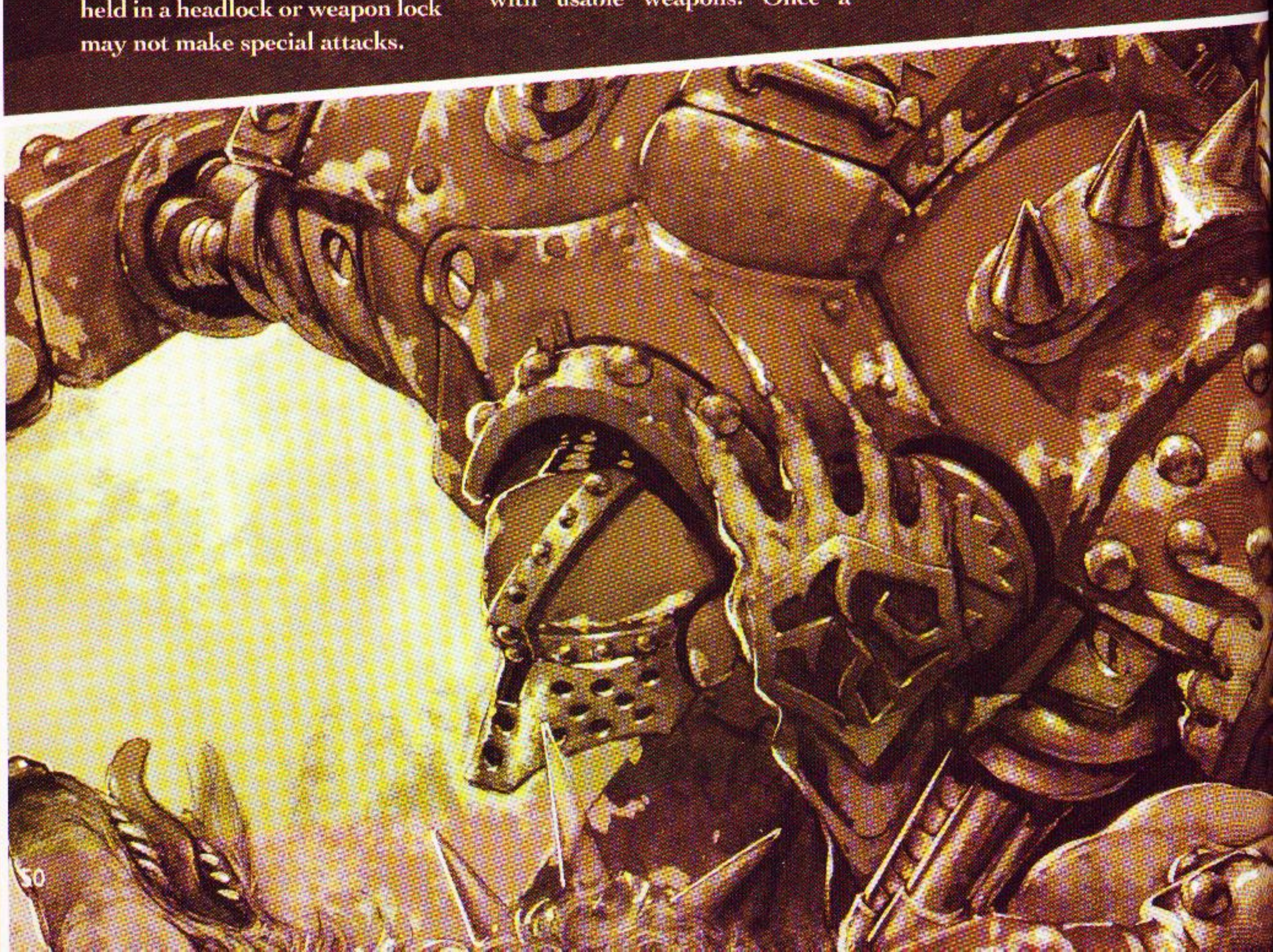
Warjack vs. Warbeast

As its combat action, a warjack with at least one usable Open Fist may spend a focus point to seize a warbeast's weapon or head to prevent its use. Declare what the warjack is attempting to lock and which Open Fist it is using for the attempt before making a melee attack roll. A knocked down model cannot be locked. A hit keeps the target from using the named weapon along with all other weapons in the same location, but it does not cause any damage. Locking a weapon with a location of "–" does not effect other weapons. A warbeast being held in a headlock or weapon lock may not make special attacks.

Once involved in a lock, the warjack cannot use the weapon with which it made the lock attempt, nor can it use any other weapon in the same location. The warjack and the warbeast are free to attack with any of their other melee weapons.

During its activation, the warbeast suffering a headlock or weapon lock must attempt to break the lock by performing a combat action. During this combat action, for each lock the warbeast suffers, both models involved in the lock roll a d6 and add their STR. If the warbeast's total exceeds that of warjack, the lock is broken. The warbeast may also make normal melee attacks with any usable melee weapons. After resolving these attacks and attempts to break free, the warbeast may be forced to make more attempts to break a lock or to make additional attacks with usable weapons. Once a lock is broken, warbeast may use the weapons that were locked. It may not make initial attacks with those weapons during that combat action, but it may be forced to make additional melee attacks with them.

The warjack may release a lock it is holding at any time during its own activation. Neither model may move while involved in a lock. Any effect that causes either model to move, places either model, knocks down the warbeast, or causes the warjack to become stationary automatically breaks the lock. If the system on which the weapon being used to maintain the lock becomes disabled due to damage, the lock is automatically released. A lock is also broken once either model is disabled, destroyed, or removed from play. A successful lock against a warbeast that is already locking another model does not break the existing lock.



Warbeast vs. Warjack

As its combat action, a warbeast with at least one usable claw or jaw may be forced to seize a warjack's arm system or head to prevent its use. Declare what the warbeast is attempting to lock and which weapon it is using for the attempt before making a melee attack roll. Locks can be attempted and maintained against a disabled system. A knocked down model cannot be locked. A hit locks the named component, but it does not cause any damage. A locked system is treated as if it were disabled but does not count toward the number of disabled systems required to disable the warjack being held unless that system is also disabled by damage. In particular, none of the weapons located on the locked system may be used until the lock is broken. A warjack being held in an arm lock or headlock may not make bash attacks or special attacks.

Once involved in a lock, the warbeast cannot use the weapon with which it made the lock attempt, nor can it use any other weapon in the same location. The warbeast and the warjack are free to attack with any of their other melee weapons.

During its activation, a warjack suffering an arm lock or headlock must attempt to break the lock by performing a combat action. During this combat action, for each lock it suffers, both models involved in the lock roll a d6 and add their STR. If the warjack's total exceeds that of the warbeast holding it in the lock, the lock is broken. The warjack may also make normal melee attacks with any usable melee weapons. After resolving these attacks and attempts to break free, a warjack may spend focus points to make more attempts to break a lock or to make additional attacks with usable weapons. Once a lock is broken, the warjack may use the weapons that were locked. It may not make initial attacks with those weapons during that combat action, but it may spend focus points to make additional melee attacks with them.

The warbeast may release a lock it is holding at any time during its own activation. Neither model may move while involved in a lock. Any effect that causes either model to move, places either model, knocks down the warjack, or causes the warbeast to become stationary automatically breaks the lock. A lock is also broken once either model is disabled, destroyed, or removed from play. A successful lock against a warjack that is already locking another model does not break the existing lock.

OverKill!

By David "DC" Carl • Art by John Gravato & Rob Hawkins

Ah, sweet victory; is there anything better? Of course: the utter, total destruction of your opponent, his 'jacks reduced to scrap, or his warbeasts mashed to quivering pulp! Through a combination of game knowledge, the right circumstances, and some lucky rolls of the dice, not only can you eliminate your opponent's models, but do it in such a spectacular manner that you and your friends will be talking about it for years.

Described here are a selection of HORDES and WARMACHINE corner cases and statistical oddities that, if achieved, provide the maximum effect possible in the game. Don't just kill your enemy...

Go for the Overkill.

Have your own Overkill you want to share? Keep it to 50 words or less, title it "Overkill Entry", and send it to:

submissions@privateerpress.com

Titanic Surprise

Upon initial inspection, the Titan Gladiator seems meant only for beating things to death with its powerful limbs, but looks can be deceiving. Power attacks combined with strength boosts allow a form of crowd control an opponent may not expect. Combining Abuse and Enrage with the Gladiator's Grand Slam and Massive Tusk abilities produces a slam that starts at an effective P+S 23 and can move a model up to 8". Abuse alone allows a potent double-hand throw. The P+S may be lower, but the unexpected result may shock your opponent.

Sheer Quantity

Without the aid of a feat, a unit of troopers can typically make 10 attacks on average. A few units can get up to about 20 attacks, whether through additional weapons, special abilities, or things like impact hits. Under the command of Major Victoria Haley and with the aid of a famous Piper of Ord, a couple of units can blow that "usual" number completely out of the water. A full unit of Sword Knights with March (for the extra attack) and Temporal Acceleration can make 40 separate attacks in a single turn, and a full unit of Stormguard can make 30 attacks that, considering the Electro Leap, can generate up to 60 separate damage rolls.

Super Shredders

At 23 points apiece, it's hard to beat the Shredders in terms of warbeast value relative to points spent. However, their fragile little bodies don't always last too long on the battlefield; not without help anyway. Combine the Shredder's own Tenacity animus with Thagrosh's Death Shroud and they're suddenly DEF 17 against most ranged attacks and ARM 16 against melee. With 14 damage boxes, one of the smallest warbeasts becomes one of the largest terrors on the tabletop.

He Blinded Me With Science!

A Khador army with Gorman di Wulfe and Greygore Boomhowler in their retinue can really cover an enemy in some nasty goop. Toss on some Black Oil, a Blizzard, a Stink Bomb, and Strangle Gas, and a slimed living model would wind up with -4 SPD, -2 STR, -6 MAT, -4 RAT, -8 DEF, -2 CMD, in a cloud effect, forced to give up its move or action, and suffering -2 on attack rolls. By this point, it's tempting to just laugh and ignore the chump rather than actually destroying it.

Cryx Massive Damage

There are many astounding damage combos at the 1000-point level of game play. The following Deneghra and Skarre combination is among the most powerful Cryx has to offer.

Take a Slayer who gains +5 STR from Skarre's Blood Magic. Make a Combo Strike against a Withered, Parasited, Rusted (thank you, Rogue Alchemist!) warjack within melee range of a model with Dark Shroud (hello, Tartarus!). The final effective power of the hit is equivalent to a POW 36 attack, which is more than enough to rip though a light 'jack in a single hit and plenty to disable even an ARM 21 Centurion on double sixes.

End Zone to End Zone

How far can a SPD 4 model travel in one round? In a 1,000 point game with four sets of Shifting Stones, the Lord of the Feast can move almost from one table edge to the other. Daisy-chaining Shifting Stones lets the Lord teleport for a solid 32". Next the Lord throws his raven at a large base model 10" away and places himself behind it, gaining 2", for a total travel distance of 44", all without taking a single step. And then he gets to attack. As a bonus, a Lord with the Vigilance animus can move another 2" during his opponent's turn.

Can't Touch This

Everyone knows that Sorscha has a high DEF after she casts Wind Rush, but few players have ever seen the true extent of Sorscha's defensive mastery. In a 1,500 point game, when Sorscha (16) is Wind Rushed (+4), screened by a Vanguard (+2 for screened +2 for Guard), behind cover (+4), on a hill (+2), in a cloud (+2), in melee (-4 to attack roll), with Iron Flesh on her(+3), she has a whopping effective 39 DEF vs. ranged attacks.

Trollkin Beatdown

The Concert ability of the Trollkin Champions allows them to significantly increase their attack and damage rolls if previous Champions hit their targets, but with the right support, the final Trollkin Champion can be more impressive than one might dare imagine. Combine Ironhide's Guided Hand, Bloodsong's Calamity, the Dire Troll Mauler's Rage, and the Fell Caller's War Cry with a full Concert. Assuming the kithkar charges and attacks last, he'll have an attack roll of 16+3d6 and a damage roll of 21+3d6. How do you say 'take a beating' in Molgur?

Privateer Press'

Trail of Champions

"No plan survives the first contact intact." – **Count von Moltke**

The 2007 US Nationals are right around the corner, and at the time of the release of this issue, the Champions have less than two months before their skills and preparation must pay off the table. As the Count says above—and every general laments—what looks good on paper may not make it when tested in the heat of combat. Can the champ's well-thought plans and strategies survive on the battlefield?

In this final installment of Trail of Champions, we bring you the last thoughts of the champs as they tweak their army lists and paint their models in anticipation of the 2007 US Nationals. Get inside their heads one last time and see if you have what it takes to claim the glory and become a champion yourself.

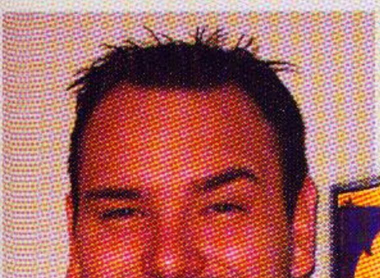
What is the Trail of Champions?

Find out what it takes to be the best of the best. No Quarter follows the progress of the top five players from the 2006 US Nationals as they gear up for this year's competition at Gen Con in Indianapolis.

How it Works: US Nationals and Army Lists

The US Nationals uses the Steamroller 3 format that allows each player to build two army lists from their chosen faction and decide which of them to field before every game. Moreover the Nationals run over 2 days: the first features 750 point games and the top placing players duke it out on the second day with 1,000 point games. Last issue, we asked the champions to share their plans for one of their 1,000 point armies. If you intend to play in the Championship (and survive several brutal rounds against the world's best WARMACHINE players), you may find yourself facing one of these armies. We hope you took all this advanced knowledge to heart and prepared to fight against the champs!

Adam Poirier • Cygnar



The Trail of Champions (or "How I learned guns are just as good at killing things as blasting pikes and axes") has definitely been an interesting experience. I welcomed the challenge of learning the play style of a new faction and getting it all painted. Being known as a mad theory-machine player (I do love it something fierce), who

Not only must Adam learn how to play Cygnar, but paint them as well.

The Thunderhead complete, only Caine needs finishing.

makes/builds lists the night before with whatever happens to be pre-released, switching factions seemed an easy task to me–the key word being "seemed". The last few months have definitely given me some growing pains as I have slowly gotten used to the ebb and flow of Cygnar.

Having only played around thirty or so games of WARMACHINE before Trail of Champions (accursed jobs and classes eating my time), I never had the option or need for play-testing and adapting. I knew Khador, what to expect and what to do. My first couple of games with Cygnar quickly taught me that they have a completely different style of play. Things I never really thought too much about before, like rough terrain, became a terror for me. Cygnar does not enjoy rough terrain nearly as much as Khador. I saw units like Long Gunners and Trenchers, which I thought of as too squishy, more than prove their worth in the bullet-riddled corpses of my enemies.

My thoughts and ideas have greatly changed regarding what to field. While I started out trying to build a Khador equivalent Cygnar army, I have since learned to love them for their great differences. My initial list had me running Nemo, Darius, and a large smattering of 'jacks with only a few units to back them up. I had a fluke opportunity to play this list against Justin Herring in a casual game where he ran Khador, and for the first time ever, I got my ass handed to me by my preferred faction. I realized I had no answer to the difficult terrain that Irusk created, and the smoke I thought would screen my advance was a joke to epic Vlad. I never would have chosen the list in a tournament against those 'casters, but we did a blind draw. Even so, it really helped me see the holes in my thinking, especially where the list tripped over itself in my subconscious attempt to play a blue painted Khador army.

The new Privateers have elements that I found myself wanting, and I plan on incorporating some of those models as well. As for my other lists, I find myself looking at both versions of Caine, Coleman, Siege, and Durgen. Caine is one of my all-time favorite personalities, so I keep working him into lists and spending my free time painting up his epic version. Don't be surprised to see him at Indy.

As for painting, this gave me the motivation to actually get an army finished. I have a 750 point epic Haley list that I speed painted the night before and used in the Invitational tournament (see page 88). It definitely did well and is becoming the framework for one my 750 point lists and one of my 1,000 point lists.

All in all, the Trail of Champions has been my favorite event/prize of all time. The chance to try your hand at something new, and come back a year later to see if you have it all figured out or not, is just so cool on so many levels. I hope to see all you Privateer Press fans (who have been subjected to my completely exhausted face all year) at Indy, and good luck to everyone competing in Nationals.

Duane Boyd • Mercenaries

Here is the strategy I intend to employ with my Searforge Contract army list. At 1,000 points, I advance deploy five units of Hammerfall and five Ogrun Bokurs. This should help with the scenarios and getting to the middle of the board.

I need to quickly get the 'casters in place with their heavies and their huge, powerful guns.

I am more impressed with Durgen's gun than his spell list, so I will concentrate my focus to make sure this weapon does its job. Gorten keeps Solid Ground up and feeds his 'jacks and his gun focus. I like to use Both Barrels to just paste things.

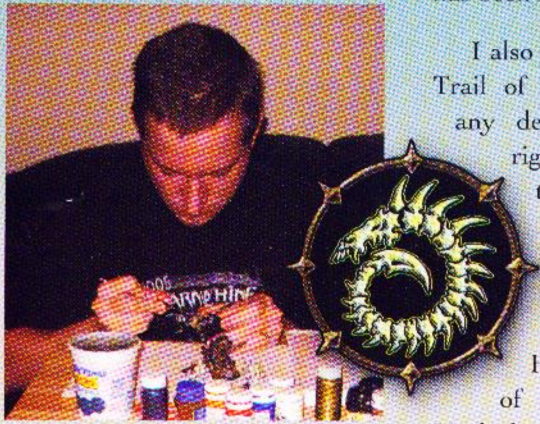
Both of my warcasters' have extremely potent feats. Gorten's feat is great for board control and Durgen's feat is ideal for taking down hard targets with my dwarves' guns on the move. Combining these two, I can use Land Slide to move my opponent's army into position, making the most of Consolation Prize.

I plan on using my epic Magnus list to carry me to the Day 2 finals. I am still play-testing my second army list before I settle on either Magnus' Agenda or the Four Star Syndicate contract.

Some of the metal in Duane's troop heavy army list.

The core of Duane's force - ten bazillion dwarves!

David "DC" Carl • Cryx



My 1,000 point army is completely assembled, but I still have a fair number of models to paint before Gen Con. I've been a bit wrapped up in other projects—painting Protectorate figures for one event in April, painting mercenaries for another event in May, and painting Cygnar figures for a Hardcore event in June. That's a lot of painting to get done in such a short period of time! My "gamer-ADD" has been known to get the better of me rather frequently, and this year has been no exception.

I also haven't been testing the Trail of Champions army with any degree of frequency or rigor, but I'll be ready in time. The test games I have played have gone very well, and I've been very impressed with the potency of the Helldivers in the hands of Skarre and Deneghra. My lack of dedicated preparation with Cryx has been its own sort of preparation, though. I'm very familiar with what opposing armies are capable of, and I think a good portion of that comes from first-hand experience. Playing with a broad variety of models can be just as valuable as playing against them.

Strategy

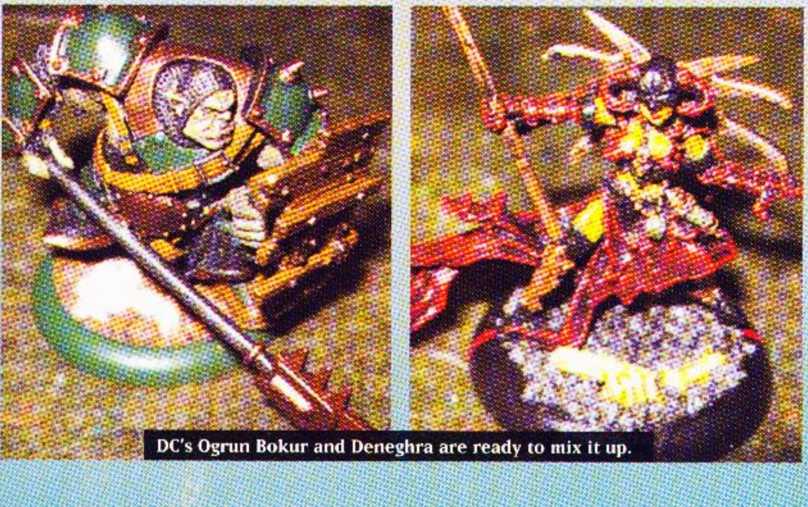
This year's Nationals format (Steamroller 3) is geared more towards attrition or assassination than towards board control effects. Sure, control points and scenario victories are important and will still win some games, but the general trend makes conventional strategies more effective once again. I think this gives a bit of an advantage to well-built Protectorate lists this year relative to last year, because the Protectorate plays an exceptional attrition game.

Cryx is typically considered more of an assassin faction than an attrition faction, but I absolutely love a game filled with carnage. The combination of Blood Magic and The Withering means that, for one turn, my fragile bonejacks are attrition nightmares – they hit often, they hit hard, they're hard to hit, and they're hard to kill. If I'm able to set things up properly, that one big turn should result in a massive VP swing in my favor. Assassination strategies (like a POW 21 Sacrificial Strike) make a reliable backup plan that should keep opposing warcasters on the defensive.

Day 1

Having a plan for Day 2 of Nationals is all well and good, but there's a significant hurdle in the way: qualifiers. I'm only playing in one day of qualifiers, so I've got to make it count. My primary list will be Skarre, combined with a bunch of Helldivers and will mirror my Trail of Champions list pretty closely. My alternate list will probably be the Coven, though not for the usual reason. I expect to face Alexia fairly frequently, and one failed command check can literally end a game. Puppet Strings gives me one final chance to keep the game alive rather than lose the whole army to my own Bile Thralls.

Mmmm. Bile Thrall goodness.



DC's Ogrun Bokur and Deneghra are ready to mix it up.

BA Sparks • Protectorate of Menoth

Procrastinating with HORDES...

A somber looking Revenger.

I talked a little about my defensive tactics last time. Now I'll talk about the offensive side of things. First and foremost, the cavalry is a must for charging into enemy formations, typically for the first strike. Grand Exemplar's Kreoss' Inviolable Resolve spell makes them a hardy ARM 19 and any damage they take punches them up to ARM 22.

The real lynchpin and combo I am counting on involves my heavy 'jacks. The Castigator is simply amazing, giving you the whole bag of chips on options, everything from double-handed throws, to setting things on fire, and finally, exploding for automatic damage rolls. They also serve another purpose by providing an easy-to-hit target for my High Reclaimer's Ashes to Ashes spell. The High Reclaimer needs every focus he can get and even attempting to hit a DEF 12 is quite a chore when you can't afford to boost, nor can you afford to miss. My Castigators will probably end up charging into the enemy full tilt, using Combustion to nuke things within an inch, followed up with Ashes to Ashes into the warjack's back. If Combustion did its job, the Castigator is no longer engaged, I need a 3 to hit it, and d6 bad guys burn, burn, burn!

If there is one thing I've learned from playing Cryx, it's that sometimes the best way to the enemy is through your own models. Sacrifices must be made for the greater good!

Painting—Color Choice

It took a little bit of work to come up with a solid color scheme that portrayed a darker Menoth. With the help of Todd Arrington and feedback from the local players, I think I nailed it. I wanted a much darker theme to my army. Being that Menoth is a religious faction there are very few colors that you can choose with out breaking the theme. The color choice for the robes was originally green but I changed due to the contrast with the armor. I felt quite certain I could get away with brown robes and a neutral darker armor than your traditional white or red. For a 'dark theme' it still comes out pretty light, but I'm happy with it. I look at some of the old pictures of models painted almost 8 months ago when I was working out my theme and say, "man I could totally blow that away."

Color Choices [from the Formula P3 line]

Robes

Base: Gun Corps Brown

Shaded: Battlefield Brown

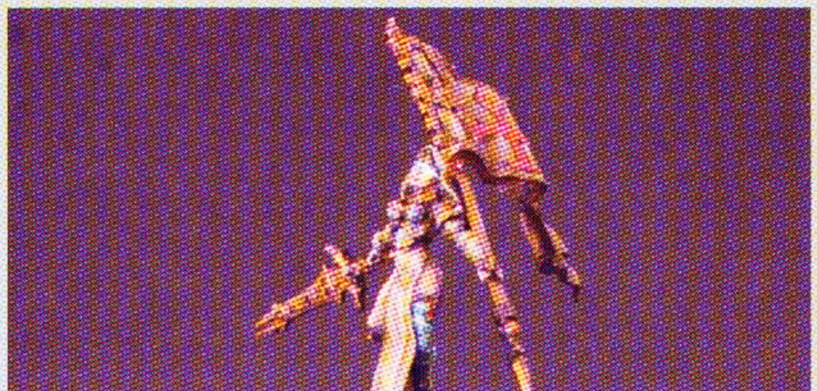
Highlight: Hammerfall Khaki, Menoth White Base, Menoth White Highlight

Armor

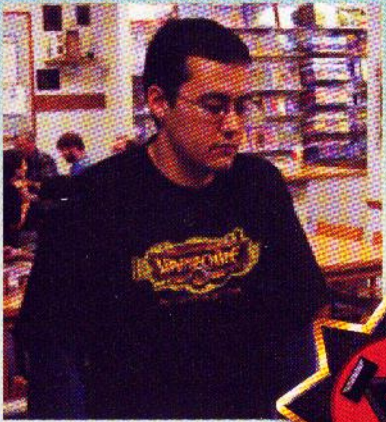
Base: Greatcoat Grey

Shade: Exile Blue with Thamar Black

Highlight: Greatcoat Grey with Morrow White


BA shows us a "darker" Harbinger of Menoth with this color scheme.

Justin Herring • Khador



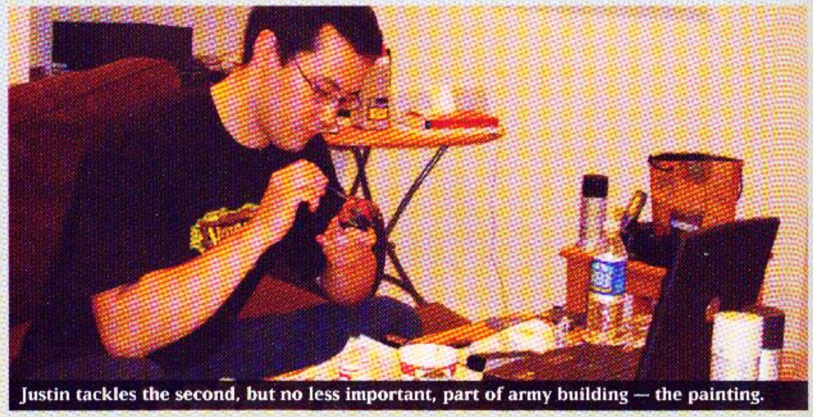
My first full field test of the 1,000 point Trail of Champions army was, ironically, against Adam Poirier, my final opponent in the '06 Nationals. I was out in L.A. for work, and we caught up for some afternoon WARMACHINE. The game was fierce, but it exposed a serious flaw in his Nemo/Darius warjack-centric army: it had no way to deal with Inhospitable Ground. That single spell ensured that I had the initiative and the first charge, and combined with epic Vlad's feat, that proved decisive.

The game with Adam and other play-testing has reinforced my sense of this army's strengths and weaknesses. It performs well against opponents who don't have a good way of dealing with the rough terrain Irusk can create and worse against opponents who do (such as a Cryx army featuring Ghost Walk and Bane Knights). I like to design my second Steamroller army lists to cover weaknesses and bad match-ups in my primary list, so this will definitely be something I consider when building my army for Day 1.

One other thing I noticed is building a 1,000 point army with only one warjack creates a lot of traffic jams, especially with a full unit of large-based cavalry! This is less of a problem at 500 and 750 points, but with so many models at 1,000 points, I have to play traffic cop to make sure everything gets where it needs to be at the right time. It's a good thing I have some terrain-ignoring abilities, or I'd be sunk trying to get so many models across a crowded board.

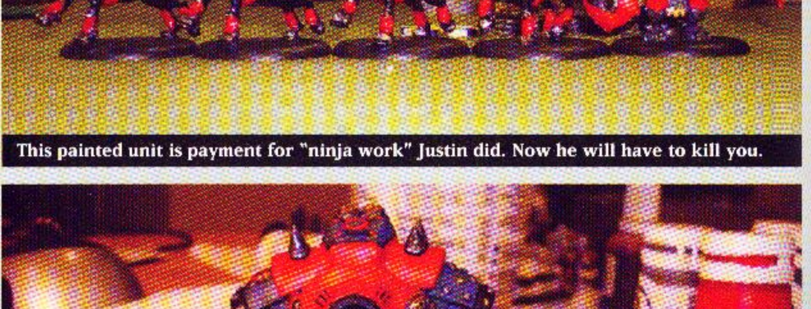
I've now assembled pretty much the entire army. My new Dremel® has helped me to indulge my desire to pin the crap out of everything. My friend Jay Powell is repaying me for some "ninja work" by painting up my Uhlans and one Drakhun, but even so, this is the largest batch of models I've ever painted. It was pretty intimidating looking at all that bare pewter!

I've settled on a basic red/grey color scheme using Khador Red and Greatcoat Grey from the Formula P3 line as my base colors. I think it will be straightforward to paint and look pretty good on the table. I am using a healthy dose of inks, washes, and some dry brushing. These fairly simple techniques seem to get good, fast results even for a painting novice.



Justin tackles the second, but no less important, part of army building — the painting.

This painted unit is payment for "ninja work" Justin did. Now he will have to kill you.



Kodiak? Check.

Privateer Press

Gen Con Painting Competition

DON'T MISS OUT!

Winners Announced:

5:00 PM • Saturday
8/18/2007 at Gen Con Indy

How to Enter:

Show up at Gen Con Indy, 2007. Fill out a form at our booth and drop off your entries on Thursday and Friday starting at 1:00 PM and Saturday from 10:00 AM to 11:00 AM. All entries must be received by Saturday 8/18/2007 at 11:00 AM.

Winners will be announced on Saturday 8/18/2007 at 5:00 PM in the Privateer Press booth.

The Categories and Prizes

- **Warjack/Warbeast** – $200 First Place Prize
- **Warrior Model** – $200 First Place Prize
- **Battlegroup** – $200 First Place Prize
- **Unit** – $200 First Place Prize
- **Diorama** – $200 First Place Prize
- **Grand Master** – **$1,000 Grand Prize**

The Grand Master will win $1,000 US for the grand prize and $200 for the category prize that qualifies them, for a total of $1,200 US.

For the complete rules and prizes, go to:
www.privateerpress.com

Paint. Win. Claim the booty.

Privateer Press
Grand Master
Painting Competition
GenCon 2006
Battlegroup
1st

New HORDES minions are lurking in the swamps and fens of your battlefield. Ron Kruzie describes simple methods of washing and layering to give your new Bog Trogs (previewed in No Quarter #12) the scaly look they deserve.

By ***Ron Kruzie, Studio Director***

Modeling and Painting

Slinky, Slimy, and Scaly

Painting Bog Trogs

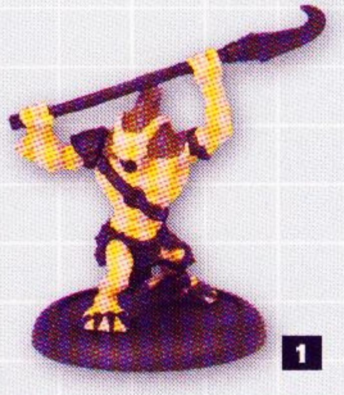
Part 1) Bog Trog Front - Skin & Rusty Reds

We will divide up the Bog Trog into its front and back to show two different techniques. The front of the Bog Trog shows how to produce its yellowish skin tone and rusty red sheen. The back of the Bog Trog focuses on how to handle scales.

See *HORDES: Evolution* for more techniques on painting scales.

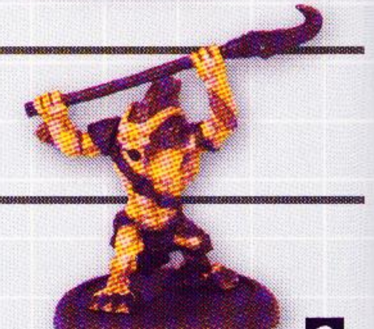
What You'll Need:

Matte Medium (available at most hobby or art supply stores)	
Battledress Green	🟫
Bloodstone	🟥
Khador Red	🟥
Menoth White Highlight	⬜
Moldy Ochre	🟨
Skorne Red	🟥
Thamar Black	⬛
Thornwood Green	🟫
Thrall Flesh	⬜



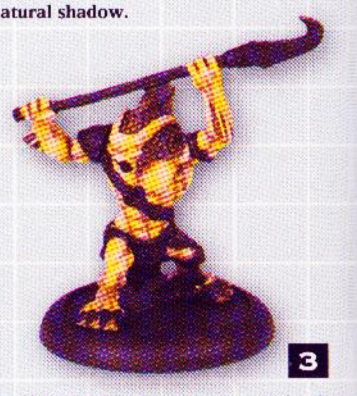
1

Step 1.) BASE COAT—For the skin's base color, Mix Moldy Ochre and Thrall Flesh at 2:1.



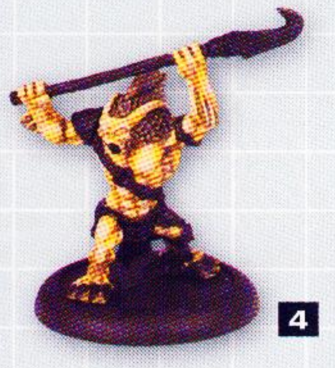
2

Step 2.) WASH—Make a wash of 2 drops matte medium, 1 drop of water, and 1 drop of Battledress Green. Test this mix on a spare part and adjust the mix to create the ratio that works for you. Liberally apply this to the model's skin. The wash should flow into the recessess of the model to make a natural shadow.



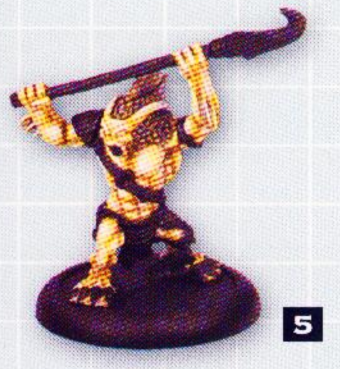
3

Step 3.) LAYERING—Paint the Base Color (Step 1) over the now washed skin to reclaim the raised surfaces. Leave some of the washed skin exposed in the recesses as shadow.



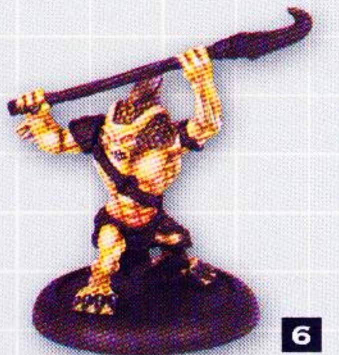
4

Step 4.) HIGHLIGHT 1—Mix Menoth White Highlight into the base color and layer onto the raised areas.



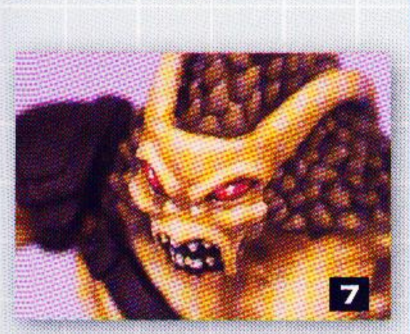
5

Step 5.) HIGHLIGHT 2—Mix more Menoth White Highlight into the base color mix. Apply this highlight mix on the upper most edges.



6

Step 6.) MAKING RUSTY RED—The underbelly's rusty red sheen comes from an equal mix of Skorne Red and Bloodstone thinned with water. Pull most of it out of your brush and carefully stain the underbelly.

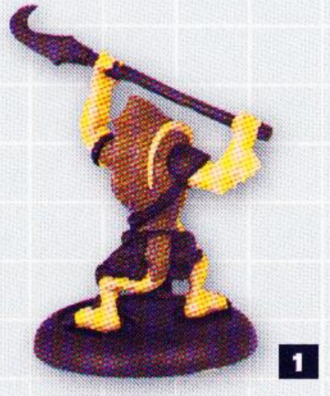


7

Step 7.) FINISHING—Base the eyes using Skorne Red, highlight with Khador Red, and finish off with small dots of Menoth White Highlight.

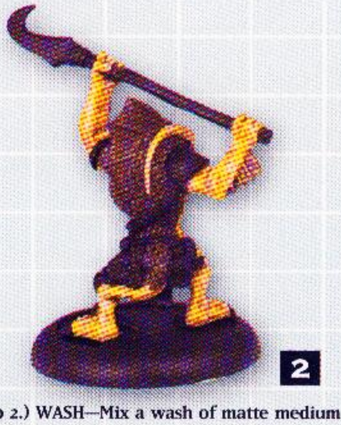
Part 2) Bog Trog Back - Scales

The techniques shown here can also apply any type of scaled creatures. For example, try these steps on the Gatorman Posse unit shown on page 17.



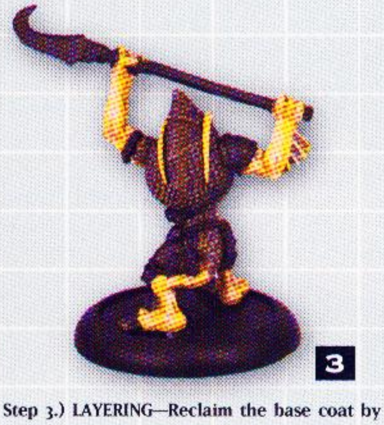
1

Step 1.) BASE COAT—Cover the scales using Battledress Green.



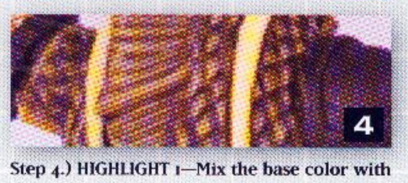
2

Step 2.) WASH—Mix a wash of matte medium, water, Thornwood Green, and a spot of Thamar Black, using the same ratios described in Step 2 of the Bog Trog's front.



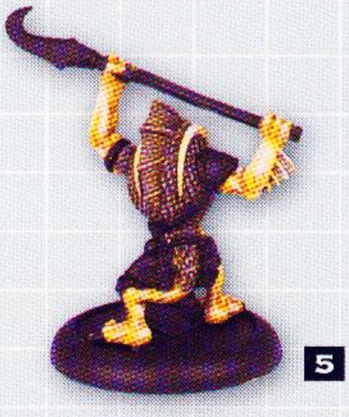
3

Step 3.) LAYERING—Reclaim the base coat by painting Battledress Green on the individual scales and along the spine crest, leaving the washed base coat exposed for shadowing.



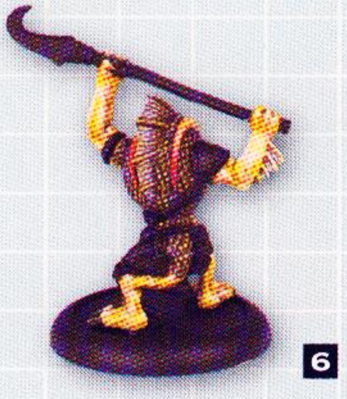
4

Step 4.) HIGHLIGHT 1—Mix the base color with Menoth White Highlight and layer the raised area of the individual scales and spine crest.



5

Step 5.) HIGHLIGHT 2—Mix even more Menoth White Highlight into the first Highlight mix and paint just the tips of the scales and crest.



6

Step 6.) FINISHING—Run thin lines of Menoth White Highlight along the inner fan of the spine crest to separate it from the over-all scaled body. Use the same techniques from Step 6 of the front to give the Bog Trog's antennae a rusty red sheen.

Once you finish the Bog Trog's gear, you're...

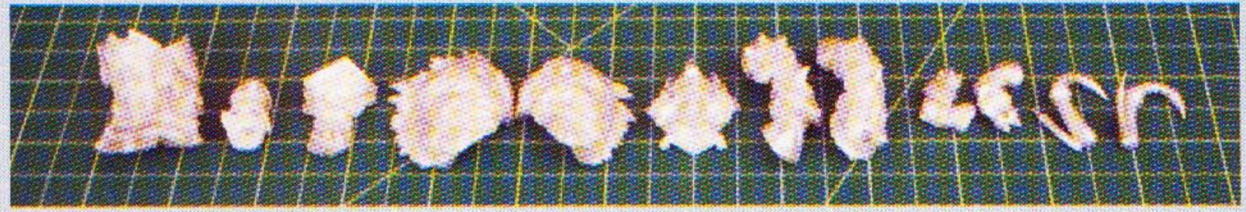
READY TO AMBUSH!

Modeling and Painting Extra!

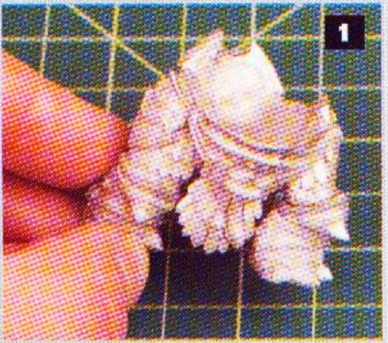
How to Assemble the Skorne Bronzeback Titan

By ***Ron Kruzie, Studio Director***

The new Bronzeback Titan is a large model that can seem a little intimidating to put together at first. Ron Kruzie provides a step-by-step guide to assemble your Bronzeback Titan and get to painting.



Take the time to clean up the parts with a hobby knife and a file before assembly. The parts are shown here in the order that they go together from left to right.

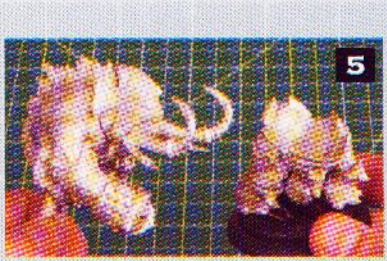


Super glue the leg and front plate onto the lower half of the body.

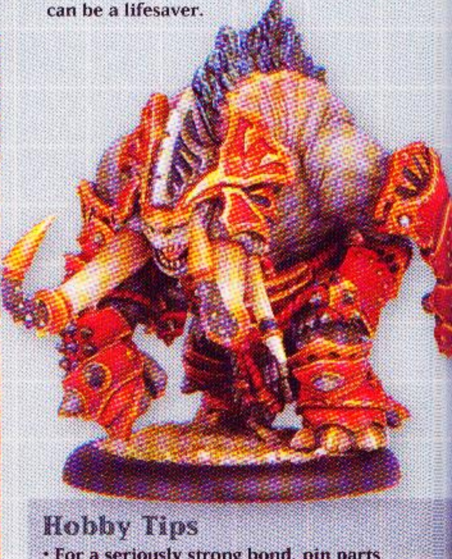
Glue the two upper halves together. Then dry fit the upper and lower body together to make sure you have a good fit. (Do not glue the upper and lower body together yet.) Next, glue the head onto the upper half, making sure that the neck armor overlaps the front plate.

Glue on the big arms—they will have a natural 'in place' fit. Next, glue on the smaller arms. Dry fit the upper and lower bodies together first to see if you have a smooth fit, but do not glue into place yet.

Glue the tusks on. Roughing up the surfaces that will receive glue with a course file or hobby knife helps to achieve a solid bond.



Putty in the gaps and open areas between the glued parts. Next, mount the two body halves on a base and/or wooden dowel for ease of painting. Once you have the two halves painted, carefully glue them together. This model is a prime example of how painting a miniature in multiple parts can be a lifesaver.



Hobby Tips

- **For a seriously strong bond, pin parts together and rough the surfaces before gluing.**
- **Check out the BrushThralls website (brushtralls.com) for great information on pinning, gap filling, and modeling.**
- **Fill in all gaps with putty. This maximizes the model's structural integrity and appearance.**

NO QUARTER 13

FINISHING MOVES CHALLENGE

The grind of tortured metal... The screams of a dying beast... Ah, the sweet sounds of victory!

You could win a $50 US spending spree at store.privateerpress.com and the adoration of thousands as we publish your work of art! Heck, we'll even throw in something cool we found on the desk of the Privateer Press studio. (You would not believe the mess in there! I'm sure they won't miss it. Whatever it is...)

Think you have the painting and modeling skills to show off one of the finishing moves from the Summer Rampage league? Can you depict a warbeast undergoing a Spinalectomy or a warjack suffering the grueling effects of Aneurism? Then you're ready for the **No Quarter Finishing Moves Challenge.**

Check out the Finishing Moves in the Summer Rampage league article on page 46 for a full list of possible choices for you to recreate. Put together a warbeast and warjack of your choosing, one of which is undergoing the brutality of a Finishing Move. Take a digital photo of your creation then read the rules and submission guidelines at:

www.privateerpress.com/noquarter/challenge

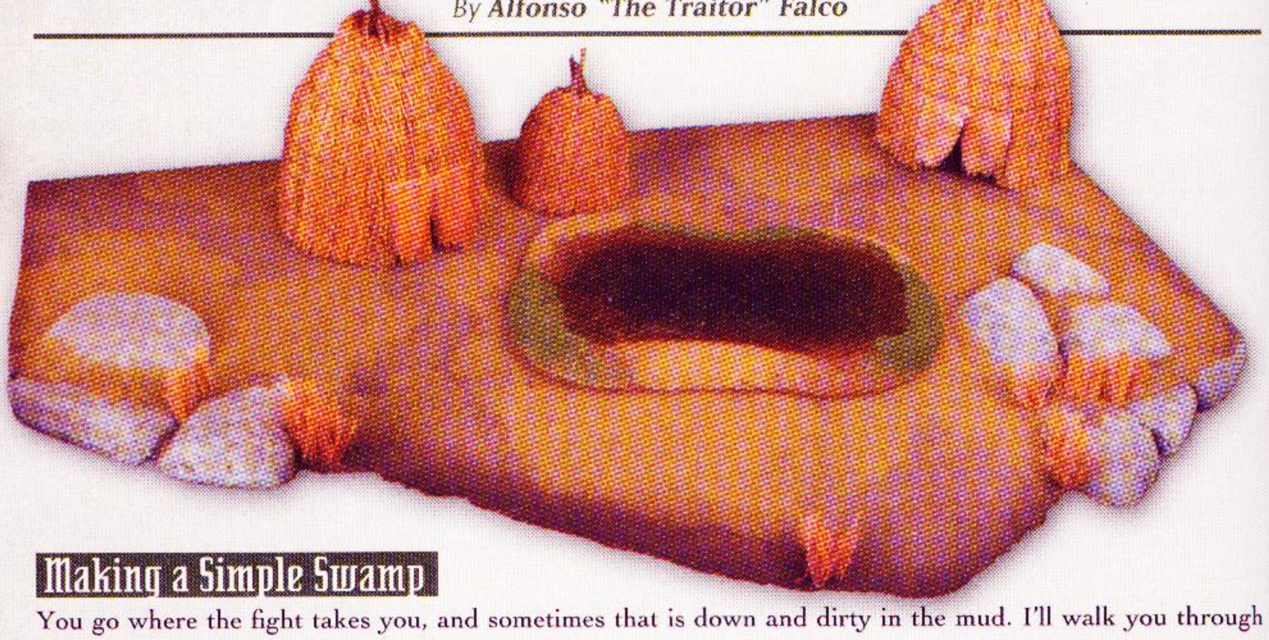
Entries due by 9/1/07

How NOT to win this contest!

BOGGED DOWN
Making Swamp Terrain & Gatormen Huts

With the release of the Gatormen and Bog Trogs in *HORDES: Evolution*, it's time to pull on your waders and head to the swamp to go "minion giggin'". Alfonso demonstrates step-by-step methods for making your own bog terrain elements and huts appropriate for Gatormen, Bog Trogs, or just some crazy hermit living in the middle of a swamp.

By ***Alfonso "The Traitor" Falco***

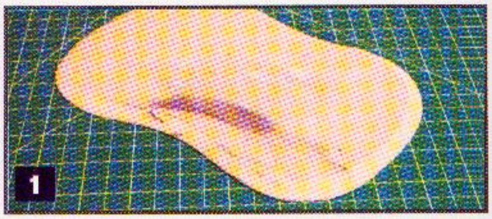


Making a Simple Swamp

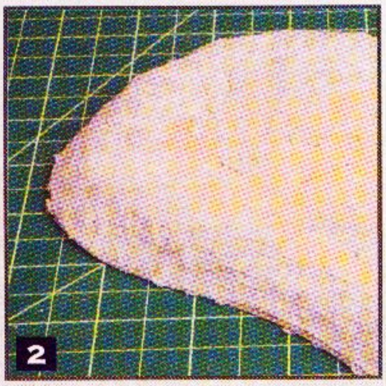
You go where the fight takes you, and sometimes that is down and dirty in the mud. I'll walk you through how to make your own swamp terrain pieces for those sticky combats. If you do not have the time to create an entire marsh, just a few of these pieces on the table can give that bayou sort of flavor.

What You'll Need:

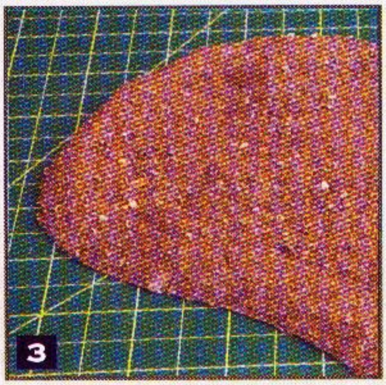
- MDF board (available at hardware stores)
- Paper mache *or* 5mm thick foam core
- Rasp
- White glue
- Formula P3 Battle Field Brown and Thamar Black
- Sand, small stones, static grass, and additional terrain filler



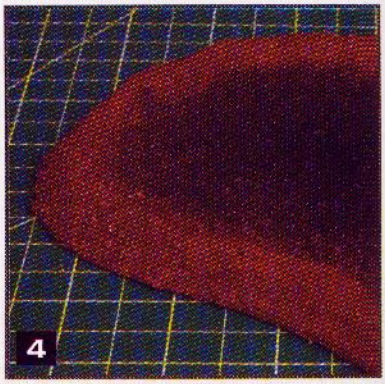
Step 1.) Cut out the general shape out of MDF board and bevel the sides using a rasp.



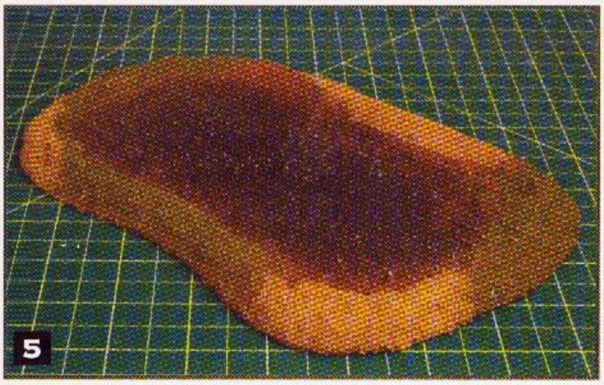
Step 2.) Add a lip to the edge of the swamp template. I used paper mache, but foam core works as well. Just make sure to bevel the sides.



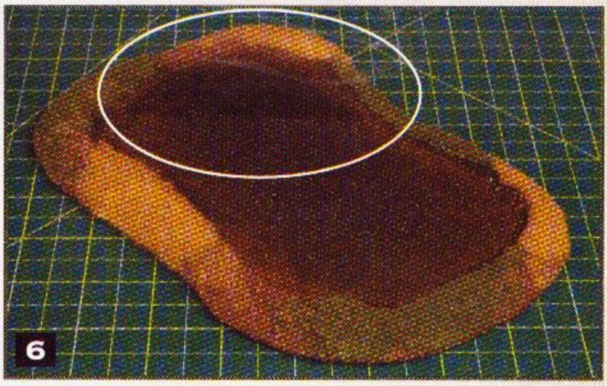
Step 3.) Now you can add sand, rocks, or whatever other terrain elements you think look swampy. I stuck with sand and applied it with white glue.



Step 4.) Once the glue dries, paint the bottom of your swamp with Thamar Black and the shore Battlefield Brown, blending the black into the brown to make mud.



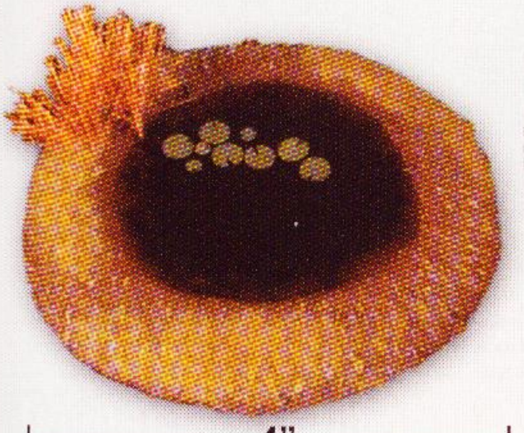
Step 5.) Now you can add vegetation, such as moss, grass, small trees, reeds, and the like. We'll keep this one simple, but you can add as much material as you like to yours.

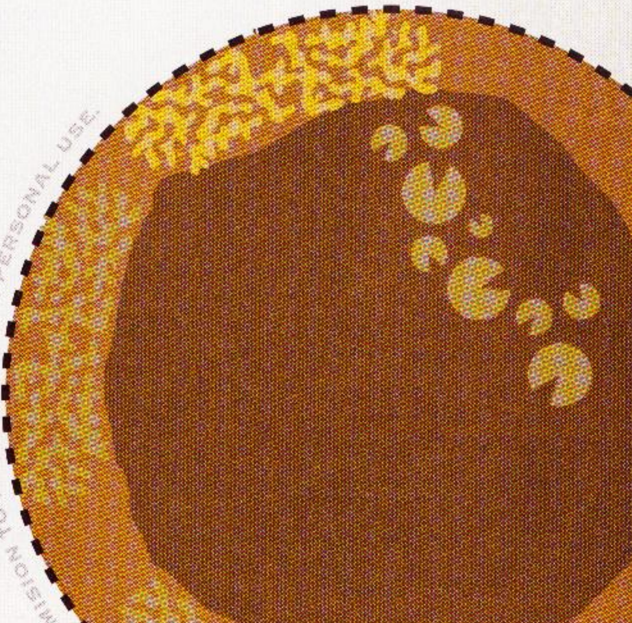


Step 6.) For the water effects, I used Enviro Tex Lite®, available at most model railroad stores, and it worked fairly well. Carefully pour into the piece and let it cure overnight. Compare the difference above.

BONUS: Gatorman Swamp AOEs

By using the techniques shown above with a circular base, you can make your own bog templates for use with your Gatormen Posse Minions from *HORDES: Evolution*. Just in case you don't have the time to craft your own, we've provided a swamp template on the right that you can photocopy and cut out to use in your battles.



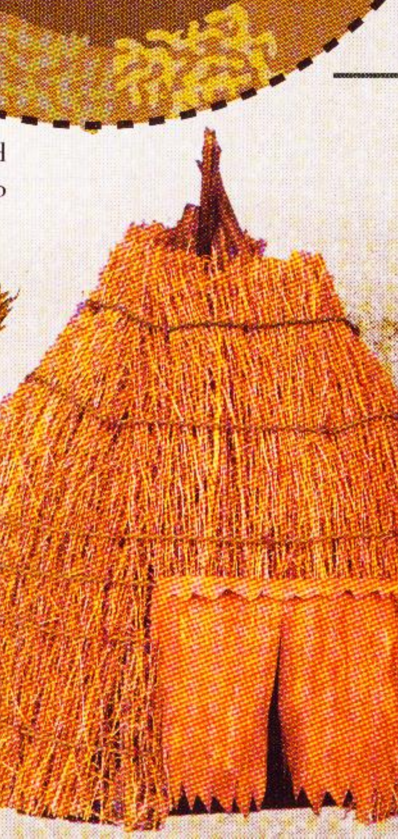

PERMISSION TO PHOTOCOPY FOR PERSONAL USE.

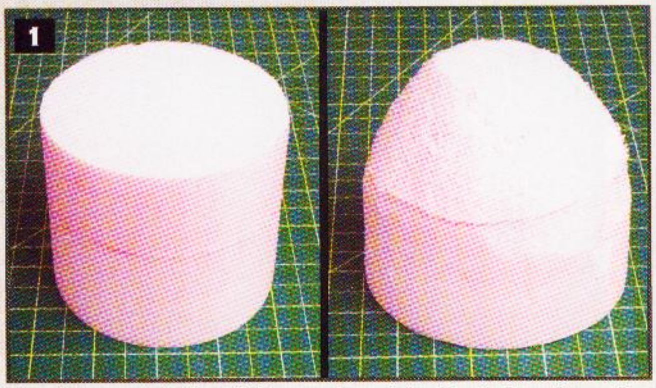
Making Gatorman Huts

Even hulking, bipedal reptiles need a place to hang their hat (or feathered headdress). Here's a way to make a thatched hut to go along with the swamp terrain described previously.

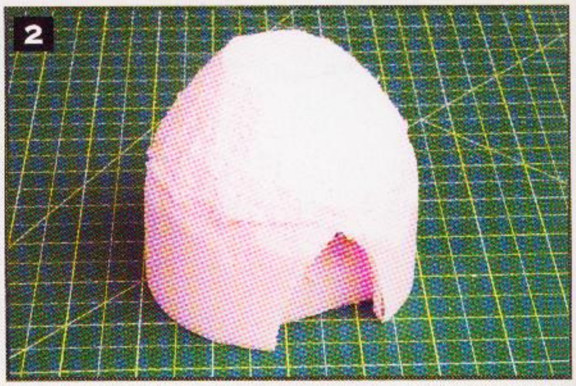
What You'll Need:

- 1 small "rustic" broom. You can find these at craft stores, typically for under $1.50.
- 4" wide x 3 1/2" tall foam cylinder
- Hot glue gun
- Rasp
- Box cutters
- Needle-nose pliers
- Scissors
- Flat black latex paint
- 30-40 straight pins
- 5-6 bamboo skewers
- Sheet of paper
- Wire "rope" (see below)



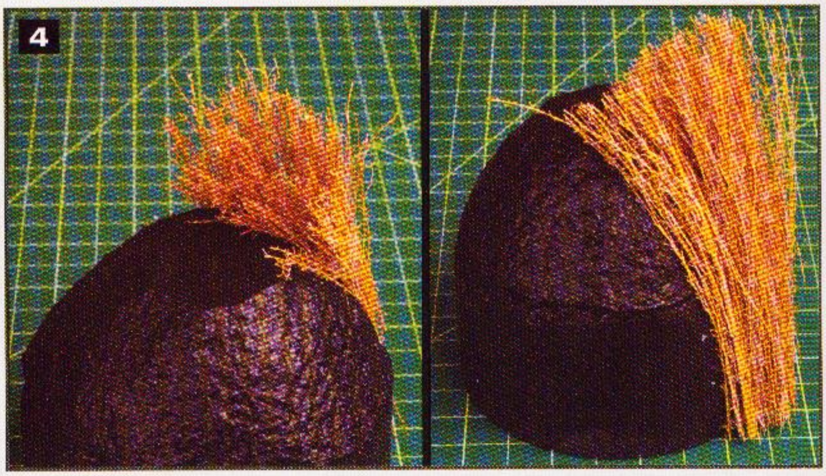


Step 1.) Start out with a 4" diameter by 3 1/2" tall cylinder of foam. Use a rasp to shape one end into a dome. This gives you better control than using a blade.



Step 2.) Using a box cutter, carve out an arch shaped doorway roughly 1 3/4" wide, 2" tall (at the top center of the door), and 1" deep.

Step 3.) Paint the entire dome black using a flat indoor latex paint. No spray paint!



Step 4.) Use a pair of scissors to cut the stalks off the broom. Once the paint dries on the dome, use a hot glue gun to apply the straw in 2" wide sections around the entire cylinder. Trust me on the hot glue. I tried white glue and found it too weak to hold. Leave the excess bristles at the top for now.

If some glue leaks out, add a bit more thatching to cover it up. It won't look much like a hut at this point, but keep reading and it'll soon take shape.

Alfonso Says: The bristles from this craft broom are a gold mine. I found it and instantly thought of thatch for huts, crops for farms, and tall grass for swamps. I'm sure someone out there will come up with something else to do with it.

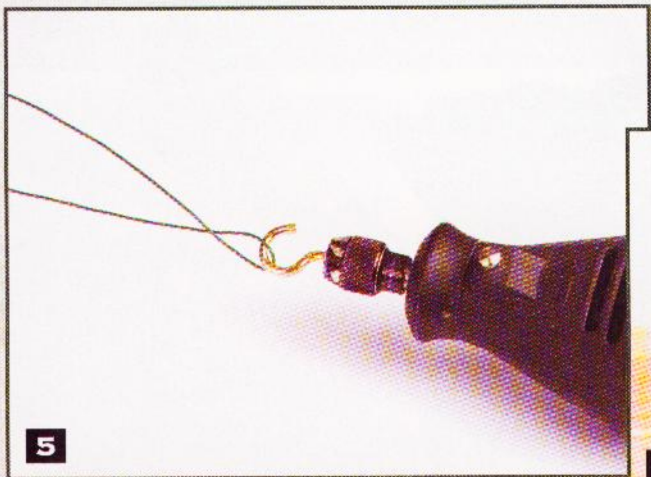
Making Rope

Before we can complete the Gatorman hut, we need to make the "rope" that holds the whole thing together. This is actually quite easy. Once you get the hang of it, you can create your own rope for other projects. You'll need the following items:

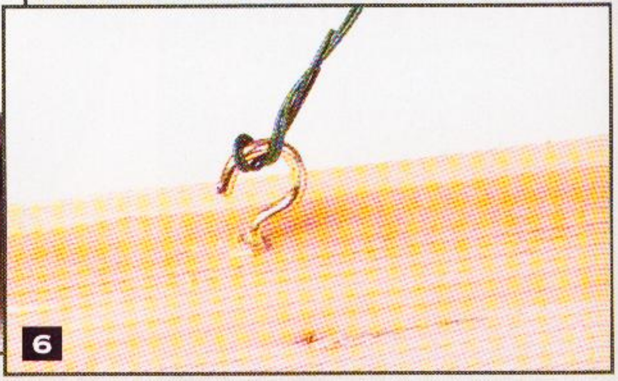
What You'll Need:

- 22 gauge wire in 4 foot (1.22 meters) lengths per rope section you want to make
- Power drill or Dremel®
- 2 small eye hooks (screw one into a board, wall, etc.)

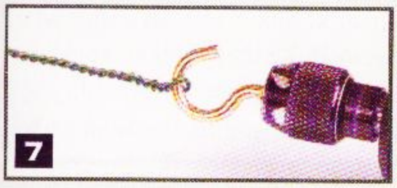
Alfonso Says: Always remember to use eye protection when using power tools!



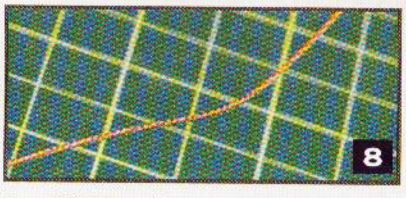
Step 5.) Secure one of the eye hooks in the chuck of a drill or Dremel®. Take one of the lengths of wire, bend it loosely and evenly in half, and place the loop through the eye hook as shown.



Step 6.) Wrap the other loose ends around the secured eyehook (a nail works as well).

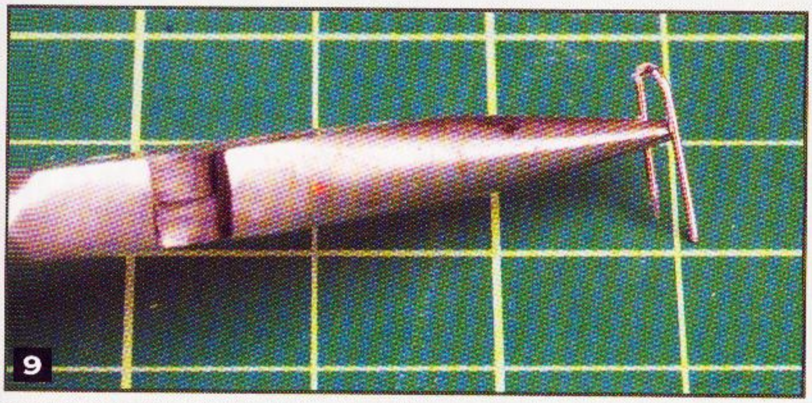


Step 7.) Turn on the drill (slowly!) to wind the wire around itself. Be careful with this, stopping periodically to make sure the wire isn't knotting. A 4-foot length of wire makes between 6-8" of "rope."

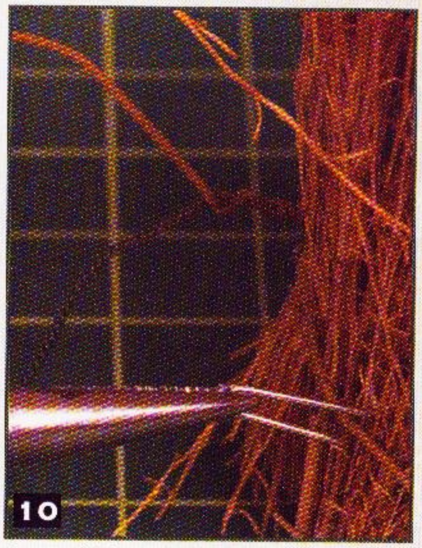


Step 8.) You will need six or seven rope lengths to make your Gatorman hut. Cover them with a light tan spray paint and you are ready to go.

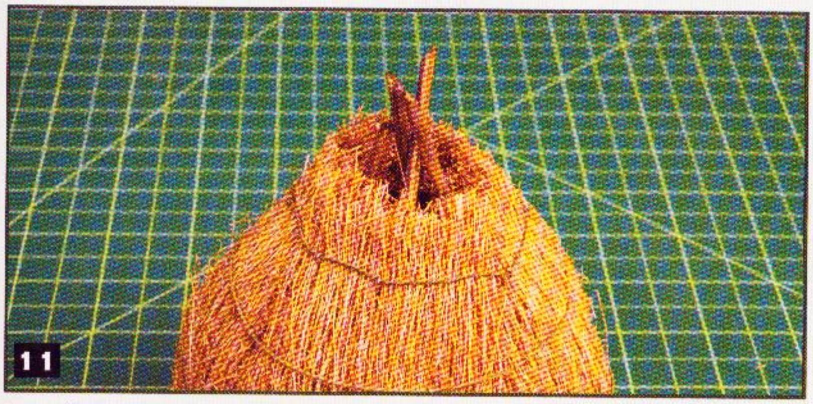
Alfonso Says: When measuring out your straw, remember to leave enough of a hole at the top for the smoke hole. Otherwise, those Gatormen are choking to death in their homes!



Step 9.) Now to make the "staples" that keep the ropes attached to the hut. Snip off the end of a straight pin and use your needle-nose pliers to bend it into an arch. You need between 30-40 of these per hut.

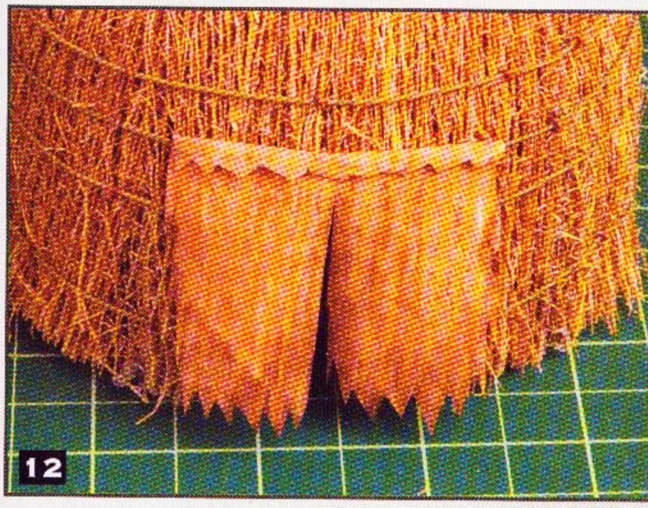


Step 10.) Place the first rope 1/2" from the hut's bottom. I secured it with a staple every 1 1/2" to 2" around. To create a knot, twist the ends of the wire together three or four times and cut the excess. Add a new rope every 1/2" to 1" up the side of the hut. When complete, paint the staples using Battlefield Brown.

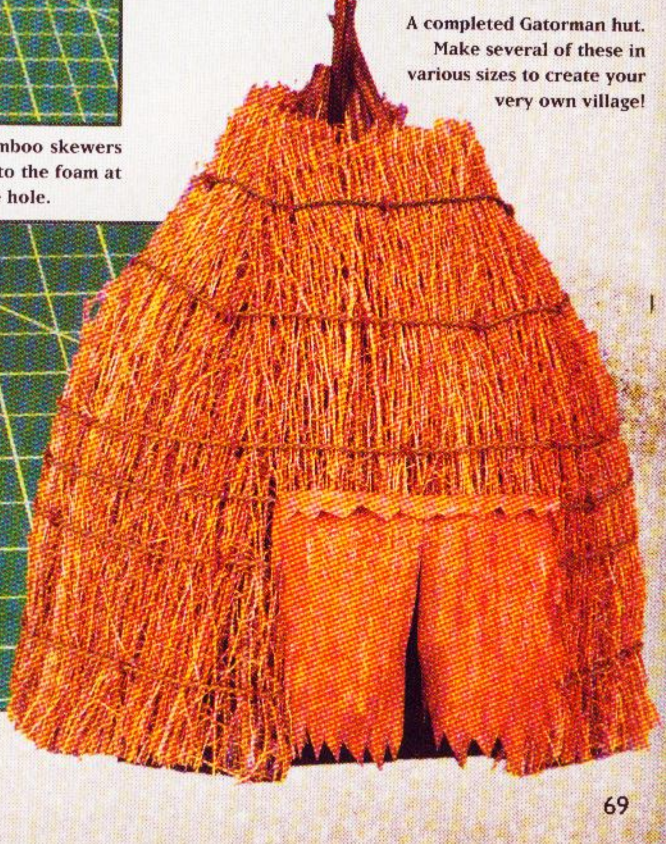


Step 11.) To make the structural supports at the top of the hut, paint the bamboo skewers Battlefield Brown, then cut them into several 2" lengths. Push the skewers into the foam at the top of the hut at different angles and trim the broom to create the smoke hole.

Alfonso Says: For a more savage look, craft the hut's door flap out of epoxy putty (aka "green stuff") and paint spots or stripes to resemble an animal hide.



Step 12.) To create the door flap, I cut a piece of paper, painted it tan, wrapped the top of it over the closest rope, and used white glue to keep it in place.



A completed Gatorman hut. Make several of these in various sizes to create your very own village!

Guts and Gears takes a look at the men, machines, and monsters of the Iron Kingdoms. Read about what it takes to be a warrior or warbeast with one of the many factions or look into the mechanikal workings of hulking warjacks and what it takes to get these multi-ton constructs to dominate the battlefield.

By Rob Baxter and Christopher Bodan • Art by Andrea Uderzo, Chippy, and Eva Widermann

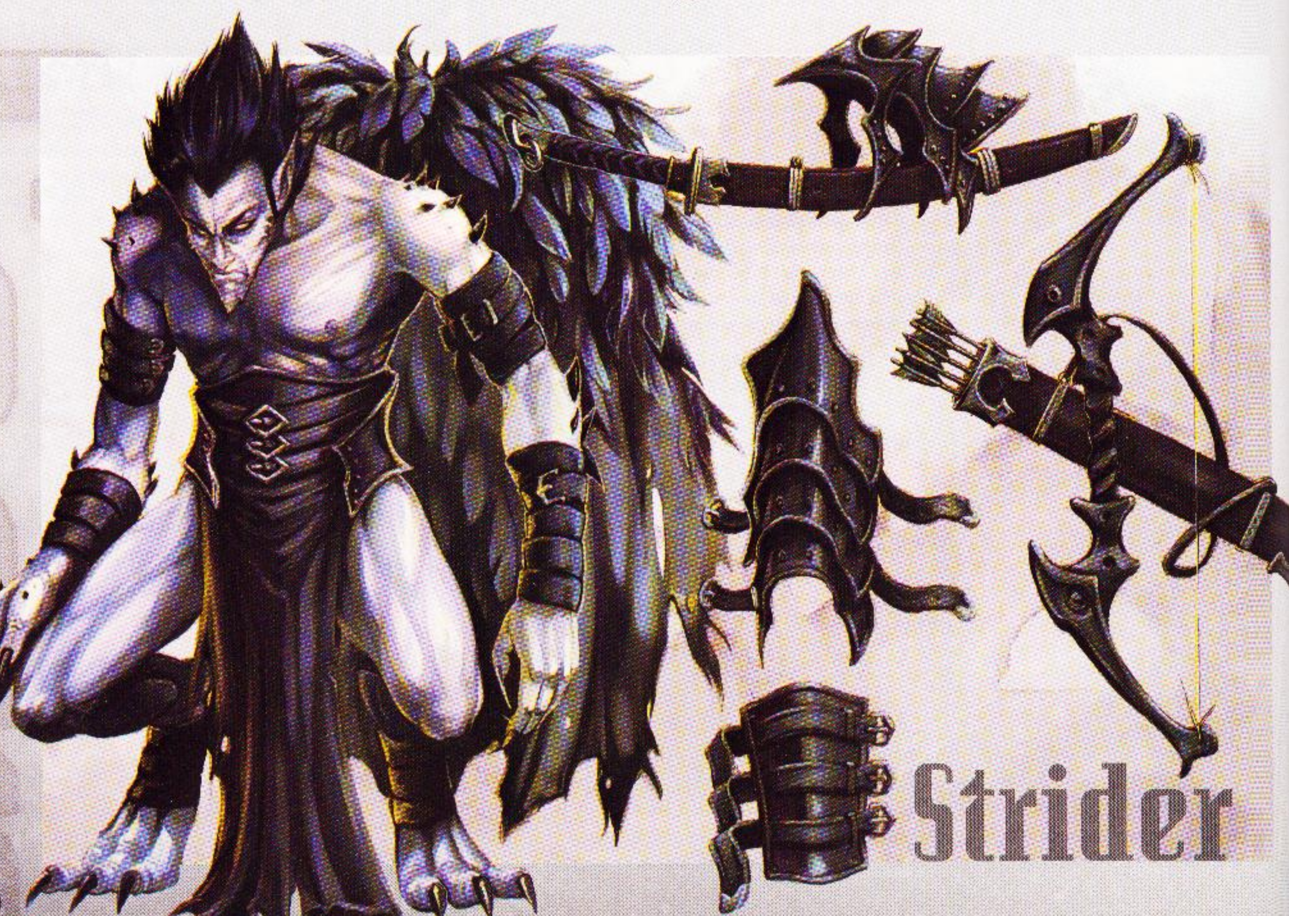
Guts & Gears

Dissecting Striders and the Leviathan

Capable and lightly armed, the blighted Nyss bolt through thickets and underbrush as quietly as a winter wind. They are the eyes of the Legion, the advance scouts, shadowy hunters, and exploration force of Everblight's army. Capable of navigating even the most treacherous of ground without worry, these Nyss are the dragon's ideal vanguard. The striders use underbrush and uneven ground to their advantage when stalking prey or shaking pursuit, and they rely on camouflage and their skill at stealth to leave them undetected when observing their unsuspecting victims.

The Nyss have a long and proud tradition as hunters and trackers. Before Vayl's Betrayal, the striders constituted an informal brotherhood among the shards composed of the most skilled trackers, most cunning hunters, and most rugged survivalists. These Nyss, sleek ghosts amidst the forests, trees, ranges and tundra of their territory, kept a self-imposed watch on the borders of their people's territories, in addition to providing abundant food all the year. They developed a fearsome reputation amongst those few souls bold enough to dwell in the winter wastes.

The striders took up their vigil because they knew that none could track across barren tundra, survive



on the harshest ice flows, or strike down intruders as well as their brotherhood, and they felt that an active defense, one where they hunted interlopers like the animals they were, served the Nyss best. Unnumbered human trespassers fell to the bows of striders without ever being aware of them. Even before Everblight stained their people, the striders numbered amongst the grimmest, hardened, and most determined of Nyss.

The blight spread with frightening speed. Striders returning for supplies or to visit families quickly fell to its corruption. Unlike their neighbors and kin, however, these consummate predators found their bodies and minds altering in ways which accentuated those characteristics that had initially drawn them to their profession. The blight gifted them, through painful transformations, with sharp talons topping fingers that yet retained their agility and nimbleness. Their legs lengthened and reshaped themselves to grant the striders greater speed, surer footing, and enhanced stealth through any terrain. Everblight had sought soldiers and in the striders the dragon found hunters whose predilections closely matched its own. After the blighting, all of the darkest appetites of these hunters rose to the fore, giving them a true thirst for slaughter and a cruel enjoyment of stalking and tormenting prey.

Mengu Gungor

Those who embraced the gifts of Everblight took to the wilds and turned their well honed and now unnaturally heightened skills to hunting down their brethren. One by one, the unblighted triders found themselves cornered by their former fellows. In nearly every case, the hunters restrained their sharpened killing urge, approached their quarry with open hands, and offered to them the gifts of the dragon. Those rare striders who speak of these hunts at all say that only a few refused the blight, and they died like warriors.

Gifted of Ethrunbal

The chosen of Everblight gain a range of mutations and augmentations that alter their anatomy and transform the creatures permanently. While this transformation bears some similarity to the blight that other dragons exude, Everblight's careful manipulation of his power and direct ingestion of the dragon's blood makes the blight work differently upon those graced by its touch.

A creature exposed to Everblight's radiance must make a DC 25 Fortitude Save, or it gradually transforms over the next 2d6+3 months into its new blighted form. If the creature imbibes a dilution of blood of a chosen of Everblight (e.g. Thagrosh) transforms in 1d4 months. A creature drinking the undiluted blood of a chosen of Everblight makes a Fortitude save (DC 25) or dies. If it survives, it transforms in 1d4 days.

"Gifted of Ethrunbal" (hereafter, gifted) is an acquired template that can be added to any corporeal animal, giant, humanoid, magical beast, or monstrous humanoid (referred to hereafter as the base creature).

A gifted creature uses all the base creature's statistics and abilities except as noted here. Do not recalculate the creature's hit dice, base attack bonus, saves, or skill points if its type changes.

Size and Type: Size unchanged. Creature gains Blighted subtype.

Hit Dice: Same as base creature.

Speed: Same as base creature.

AC: Natural armor improves by +2.

Attacks: A gifted retains all the natural and manufactured weapons and proficiencies of the base creature. It also gains two claw attacks if it did not have them already.

Damage: Natural and manufactured weapons deal damage normally. Claw attacks do damage based on the gifted creature's size (see Blighted Template, *MN1*, pg. 55). If the base creature had a bite attack, it deals damage as if the gifted were once size category larger (e.g. small to medium, medium to large, etc.).

Special Qualities: Gifted retain the special qualities and attacks of the base creature and gain darkvision 60 ft., low-light vision, and immunity to sleep effects. Gifted creatures also receive +2 to any two abilities, -4 to one other ability, and d3+1 additional special qualities from the following list (creature's choice):

- **Speed:** +5 ft. (1 square), +5 ft./Dex bonus.
- **Hit Points:** +2 hp/Con bonus instead of +1.
- **Armor:** +4 natural armor instead of +2.
- **Camouflage:** Cover/conceal bonus +1 category.
- **Stealth:** +8 racial bonus to Hide and Move Silently checks.
- **Bonus Feats:** 1/every 3 character levels.
- **Fearless:** Immune to fear effects.
- **Scent:** Gain scent
- **Blindsight:** Gain blindsight (60 ft.) and Blind Fighting.

Saves: Same as base creature.

Abilities: Changes from the base creature by –2 Wis and based on special qualities.

Skills: Same as base creature.

Feats: Gifted creatures gain Alertness as a bonus feat.

Environment: Any (predominant in cold and temperate land).

Organization: Same as base creature.

Challenge Rating: As base creature +3

Alignment: Always evil (any).

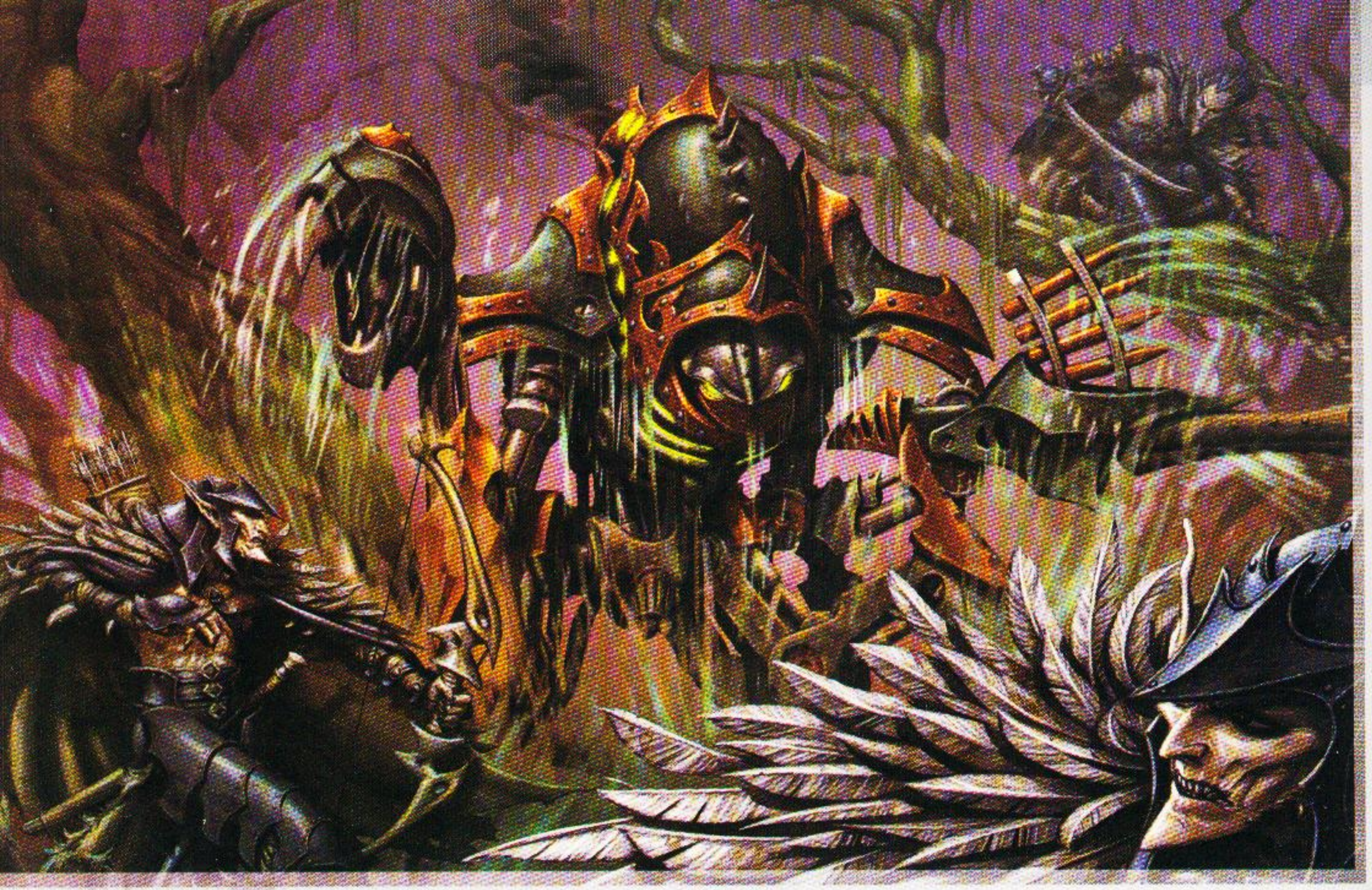
Advancement: Same as base creature.

Level Adjustment: +2

Todd Arrington

Rob Stromeyer

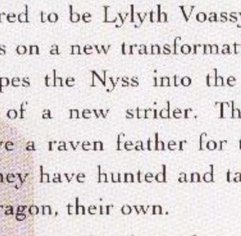
The strider brotherhood echoes this event in the rare adoption of new trackers to their ranks. Should an archer or some other Nyss prove especially adept, the striders invite them to accompany the hunters. They train the potential and, when they deem him ready, send him out on a mission alone. Then they hunt him. If he gives a good account of himself, they offer him a place among them. All who accept undergo a dark initiation wherein they consume a



mixture of their own blood and that of one of Everblight's chosen warlocks, rumored to be Lylyth Voassyr. This brings on a new transformation that reshapes the Nyss into the perfect form of a new strider. They also receive a raven feather for the first life they have hunted and taken for the dragon, their own.

The speed of striders in any terrain, another gift of the blight, allows them to make use of complex tactics and execute intricate ambushes foolhardy for anyone lacking their level of skill or physical prowess to attempt. Striders are fond of baiting their prey and often draw pursuers to a specifically chosen killing ground. Other striders close in from the rear, usually over terrain thought impassable, and create a lethal circle where they cut down their quarry with dark-feathered arrows or blackened, razor-sharp swords. striders sometimes wait, silent and patient, in shadows or undergrowth for hours while their victims continue unawares or search in vain for their tormentors. This patience combined with their skill and sharpened senses make striders ideal assassins, and they regularly annihilate well-equipped groups many times their own numbers.

Dave Perrotta



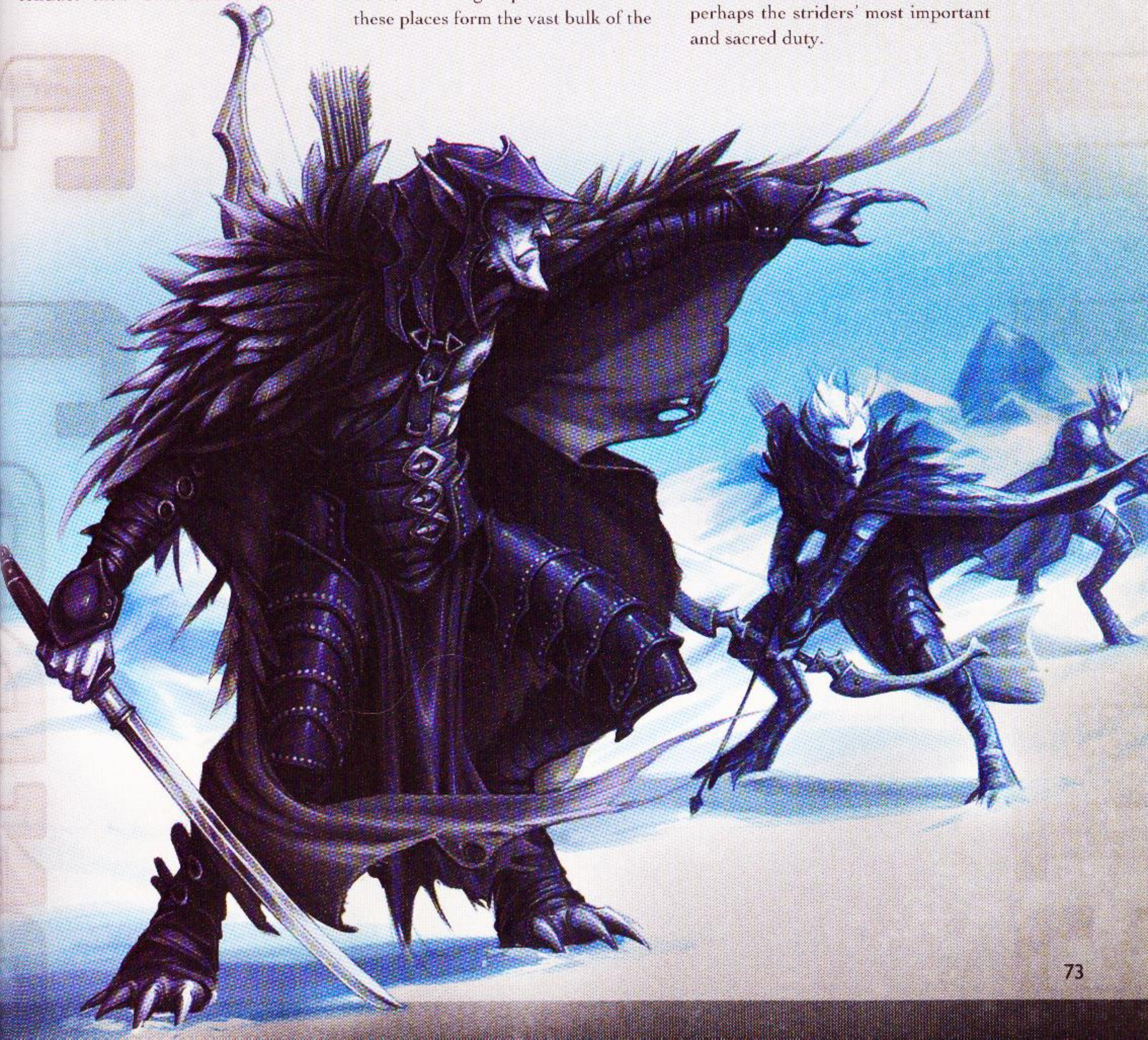
Striders prefer the traditional Nyss longbow, a composite weapon constructed from darkened hardwoods. Crafted from rare materials, each bow is cut with great care, worked with oils, and ornamented in a combination of ancient Nyss styles and new forms inspired by the dragon. Many striders prefer to make their own bows after their first year with the brotherhood, though those among them recognized for their skill with such things often make bows for their fellows and customize them to an individual's desires. Striders prefer a shorter, more gently tapered sword than the traditional Nyss claymore, simply for ease of carrying the weapon over long distances and for using it in close, dense terrain. This weapon, often called a lyosys ("little fang") has blades on the long and short edge as well as a fine point with a definite curve, designed to slide off of bone so it does not stick as it pierces flesh.

Their unearthly talent has earned the striders a special place in the Legion's evolving society. Striders have retained the majority of their traditions, which easily adapted to life under the dragon. Instead of hunting game and intruders, they have appointed themselves the eyes and long hand of the Legion. Raptors may ride ahead to harass and raid, cutting a bloody swath like a reaper in a field of men, but striders scout, stalk, and strike with the precision and lethality of a single arrow through the eye.

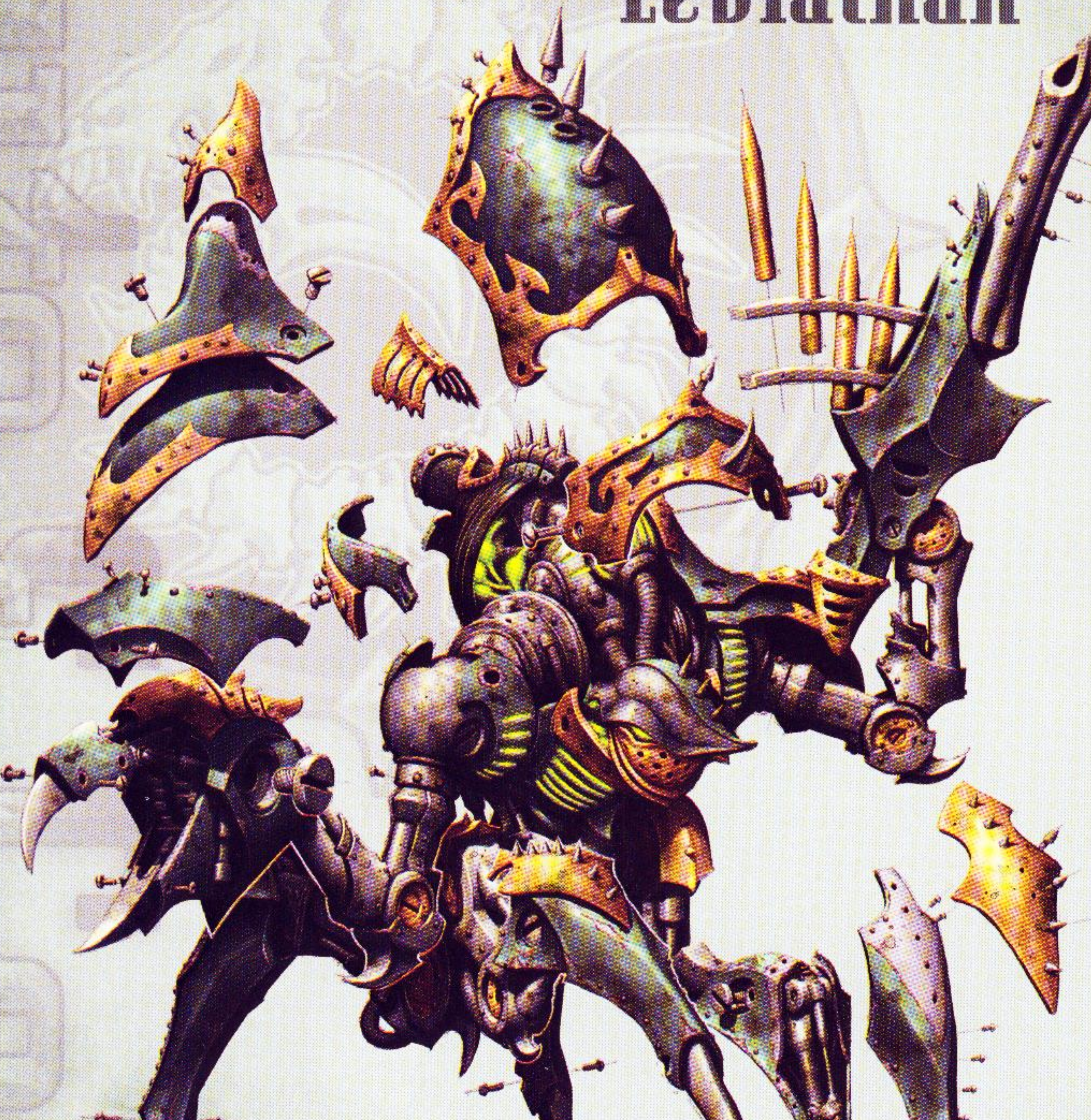
Whether targeting man or beast, the striders have always seen the hunt as a sacred act, and now they dedicate every death to Everblight. They have continued their custom of decorating their cloaks with one feather from a raven for each kill. After the hunt, when all is still, the striders slay a raven drawn to the carrion and collect a quantity of the blood of those known to have fallen to strider arrows and blades. They gather in a circle, dip a feather in the blood, and join that feather to the others on their cloak. These feathers become a totem and trophy, a tithe in blood to Everblight.

Because of their skills and the obvious favor of the dragon, striders consider themselves above most blighted Nyss. They see the archers as useful but limited and the swordsmen as efficient but incapable of deep planning. They keep their own company, return to Legion camps rarely, unless summoned, conduct their own affairs without supervision, and rely on their own skills to support their comrades in battle unless placed directly under a warlock. Striders have even refused to accept orders from designated commanders, and the warlocks have always supported the striders. As further proof of their claims, they point to their roll as wardens of the spawning grounds.

One part forge, one part abattoir, and one part temple, the Legion's spawning grounds witness the birth of pure incarnations of Everblight's divinity. Drawn from the spilled blood of countless captured souls and the blight from the warlocks' own veins, the dragonspawn created in these places form the vast bulk of the Legion's strength. The choice of these places is the province of the warlocks themselves, but it falls to the striders to organize the defense of these important sites and to relay important orders and information from one to the other, helping coordinate the soldiers of the dragon at the behest of those who bear shards of the athanc. The Legion has favored quiet and secluded areas, often the sacred sites of primitive religions and inferior gods, to provide both security and a source of arcane power to corrupt. For all their prowess, their military importance of reconnaissance, and their value as assassins, ensuring the security of spawning sites remains perhaps the striders' most important and sacred duty.



Leviathan



Todd Arrington

The military forces of the Dragonfather seem built around methods of maximizing stealth, surprise, and terror and specialize in strikes against vulnerable targets. The Leviathan perfectly suits this doctrine. The Leviathan's crustacean form scuttles across the ocean floor and rough coastal terrain with equal ease. Cryx utilizes this helljack's amphibious capabilities to deploy these vicious weapons at sea, allowing them to approach enemies unseen and perform surprise strikes. Combined with the Nightmare Empire's command of the sea, this ability to deploy heavy assets well in advance of a battle grants Cryxian forces tremendous flexibility.

Leviathan Large Helljack

In Service: Unknown. First documented sighting 586 AR

Height: 10'5"

Weight: 7 tons

Maximum Land Speed: 10.5 mph

Carrying Capacity: 1,866 lbs

Maximum Load: 2,800 lbs

Fuel Load: 90 lbs. necrotite / 240 lbs. coal

Fuel Consumption: 12 hrs general, 2 hrs combat

Designer Notations: "The boiler's louver system utilizes water pressure to keep it sealed tight and running on internal air stored in the Leviathan's various chambers. When out of the water, the pressure drops, the vents open, and the fires have pure air to consume."

—Master Necrotech Mortenebra

Battlefield recommendations: "Lure the enemy into swamps and marshes where Leviathans wait in ambush. Use swift, deep waterways to move behind enemy lines. Arise from the depths of rivers and lakes to rip through the hulls of their ships. Fear is our weapon. Teach the enemy to fear the water."

—Lich Lord Terminus

First seen in 586 AR, the Leviathan played a major role in the Scharde Invasions and earned the dread-tinged respect of Cygnar's Third Army. Those soldiers soon learned that they might get no more warning that a simple raid had escalated to a true incursion than the burbling hiss of a Leviathan's furnace louvers switching from internal to external air supplies. They quickly associated the chilling wail of the helljack's spiker cannon with souls unwillingly thrown to Urcaen and told stories of battlefields haunted by the shrieking dead.

Large Construct (necro-mechanikal, steamjack)

Armaments: Crushing Claw, Spiker

Hit Dice: 18d10+30 (129 HP)

Base Initiative: -1

Speed: 25 ft. (5 squares)

Armor Class: 21 (-1 Size, +1 Dexterity, +11 Armor), touch 10, flat footed 20

BAB/Grapple: +20/+26

Attack: Melee crushing claw +22 (5d10+9/x3) or ranged spiker +14 (2d8 [2d8+2 vs. living creatures])

Full Attack: Melee crushing claw +22 (5d10+9/x3) or Ranged spiker +14/+9/+4 (2d8 [2d8+2 vs. living creaures])

Space/Reach: 10ft. by 10 ft. (10 foot reach)

Saving Throws: Fort +4, Ref +5, Will +5

Abilities: Strength 29, Dexterity 12

Cortex: Necro-cortex

Build DC/Construction Time: Unknown

Special Attack: Improved grab, necrotite ammunition, rapid fire

Special Qualities: All terrain, amphibious, mechanikal construct traits, steamjack traits, damage reduction 10/serricsteel, darkvision 60 feet, low-light vision

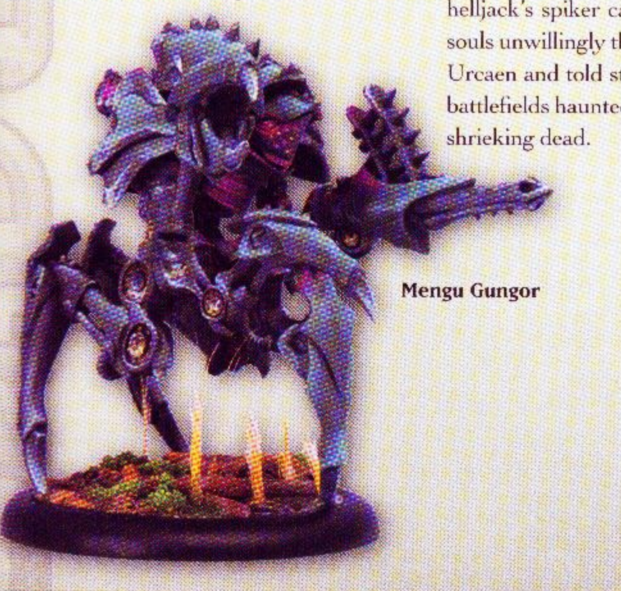
All Terrain (Ex): The Leviathan ignores all movement penalties from terrain.

Amphibious (Ex): The Leviathan does not have the Furnace Vulnerability trait and can move at full speed underwater.

Improved Grab (Ex): To use this ability, a leviathan must hit an opponent of any size with its crushing claw. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and automatically deals claw damage.

Necrotite Ammunition (Ex): Against living targets, spiker attacks do an additional +1 damage per damage die.

Rapid Fire (Ex): The Leviathan can fire its spiker three times each round, reducing its attack bonus cumulatively by -5 for each



Mengu Gungor

Mengu Gungor

Scouts from the 9th Division's 72nd Brigade first nicknamed the Leviathan the "assassin crab" for the way they crawled across almost impassable terrain. One soldier described their gait as, "graceful and quick, despite their strange design. Their legs don't move quickly, but they cover so much ground. Nothing slows them." This mobility combined with their amphibious capabilities made the Leviathan the true terror of the Battle of Death's Door in 587 A.R. This engagement stripped the "assassin crab" of its nickname and the hallow bravado which spawned it. Afterwards, Cygnaran soldiers called them the "killing tide."

At sundown on Gorim 4th, Solesh 587 AR a sizeable Cryxian force composed primarily of thralls and mortal raiders landed at the northern tip of the Blue Sands, only twenty-five miles from Ceryl, where the waters of the Guilder's Run meet the Sea of a Thousand Souls between a series of coastal rock formations once known as the Pillars of Dawn. Reinforcements rushed in from as far away as Highgate, more than 400 miles south, and intercepted the invaders at the Pillars, just on the southern side of the Run. The initial Cygnaran forces attacked the Cryxian's southern flank to prevent them from crossing Guilder's Run. Exploiting what he saw as a tactical error, then Colonel Sebastian Nemo, fought to keep the bulk of the Cryxians pinned against the Run and drive those that had already crossed back north. Hours of hard fighting finally threw the last of the raiders back across the river and the Cygnarans advanced north towards the jutting formations that they would soon come to call Death's Door.

"We observed a number of ships anchored well out of cannon range," Nemo wrote in his report, "but we had been advised that the navy was responding in force and would deal with them. Not until we had actually reached the Pillars did we understand the elaborate trap." Scouts saw dark forms, quickly identified as helljacks, falling from the distant ships. As the Cygnarans reached the Pillars of Dawn, the tide rose and bore with it waves of dripping Leviathans. More helljacks, accompanied by barges of undead troops, moved up Gilder's Run to cut off the defenders. Nemo coordinated a masterful fighting withdraw to the east, using the terrain to nullify the Cryxian numbers, but the Leviathans adroitly engineered mobility allowed them to consistently circumvent his defenses. Only by committing reserve troops including volunteers from Ceryl's Fraternal Order of Wizardry and leaving the city essentially undefended did the Cygnarans compromise the Cryxian position and force them to break off.

Although Cygnaran forces eventually triumphed, the three-day battle branded the terror of the Leviathan in the minds of the soldiers who fought it. Stories quickly arose both under- and overestimating the helljack's effectiveness. None doubted the assertion, however, that the "killing tide" nearly earned Cryx a foothold that would have allowed them virtually unimpeded access to the heart of Cygnar.

Cygnaran commanders and mechaniks, however, managed to gather a great deal of intelligence regarding the Leviathan's deployment methods and range of capabilities. Though lacking the speed of other helljacks, the Leviathan's four legged configuration allows unhindered mobility in nearly any terrain and makes it nearly impossible to knock down. The machine's massive crushing claw mimics a crustacean's natural armament so closely as to make the inspirational inference obvious but for the known preference of necrotechs to pervert nature rather than copy it. The machine possesses greater strength than any other Cryx helljack to date, and soldiers have observed the claw maiming the head and arms of friendly warjacks in a single hit. The spiker cannon's astounding range, accuracy, and tremendous rate of fire make it an unquestionably lethal weapon. The deployment of it on such a stable, mobile, and flexible chassis only increases the danger it poses. Soldiers who do not quickly learn to take cover when facing Leviathans rarely live to regret their mistake.

As the Cygnarans reached the Pillars of Dawn, the tide rose and bore with it waves of dripping Leviathans.

Beneath the Isles

Secrets of Five Fingers

By **David "DC" Carl**
Art by **Brian Snoddy**

The various crypts, coves, tunnels, and catacombs beneath the city of Five Fingers offer adventurers an experience as diverse as the isles themselves. From the terrifying beauty of the Chapel of the Dark Twin to the crude, blood-spattered walls of the Death Pits, adventure lurks around every corner.

Beyond the Great Dome of the Channels (No Quarter Magazine #10), the underground locales of Five Fingers generally lack the technology necessary to maintain living conditions below sea level. Though many have tried keeping secretive havens in man-made chambers beneath the waves, the ravages of time and weather eventually render such projects impractical.

There is no shortage of coves or tunnels, however, especially on the northern islands that rise significantly above the channels. Navigating these tunnels can be treacherous without detailed understanding of the tides. Many an adventurer has died beneath the islands after finding the path he used hours earlier inexplicably filled with water.

If you thought that Five Fingers had plenty of potential in its mean streets and rooftops, taking the adventure underground can prove just as exciting.

Setup for Adventure

Here are just a few examples of what heroes could discover within the various tunnels, coves, and secret passageways hidden beneath Five Fingers.

Orgoth Exposed

Many of the unguarded tunnels and structures beneath Five Fingers remain from a time better left forgotten. Labyrinthine passages and interconnected chambers form the black heart of the ancient island fortress of the Orgoth. The scourge the invaders inflicted during their hasty departure from Five Fingers left many of these ruins disjointed and much of their legacy buried beneath tons of rock. Excavating such ruins of the past is dangerous work, but scholars frequently advertise for experienced adventurers willing to throw caution to the wind in hopes of uncovering ancient secrets. [Gather Information check – any Orgoth ruins DC 15; specific Orgoth ruins location DC 25]

Stolen Goods

Piracy, theft, extortion, black marketeering – Five Fingers has no shortage of illegally obtained goods changing hands. Underground coves and caves make ideal hiding spots for such items. Interested parties might hire a group of adventurers to retrieve stolen property or transport it safely to the proud new owners. [Gather Information check – varies depending on item and thief DC 15 to DC 30]

Fight Club

Though no one talks about them publicly, underground fights of varying degrees of popularity and secrecy exist on each of the main islands. The Death Pits of bloodthirsty High Captain Waernuk are the most famous, and the most exclusive, but with the right contacts and some gold in the right hands, adventurers could easily find their way into such a club. Alternatively, they could meet up with someone whose only hope for survival has become getting out of such a club. [Gather Information check – lowbrow fight club DC 16; elite fight club DC 22; Death Pits entrance DC 28]

The Dark Twin

The septs of Thamar operate extensively beneath Five Fingers. Whether drifting among the mass graves of Hospice's Chatterstones or performing dark rites in the Thamarite cathedral on Captain's Isle, adventurers beneath Five Fingers must remain on their guard against Thamarites. [Gather Information check – Chatterstones DC 8; Thamarite sanctuary DC 25; cathedral DC 40]

A Life of Crime

Characters spending their time beneath the streets of Five Fingers have all the gaming options presented in the "Turning to a Life of Crime" callout in Chapter Four of *Five Fingers: Port of Deceit.* Activities such as gambling and smuggling are plentiful if one knows where to look. The gains offered by such activities (in terms of both reputation and gold) are halved underground, but the risk of exposure to the authorities is halved as well. The Fingers Watch has its hands full trying to keep the streets safe without worrying about what might go on beneath them, although Watch Inspectors often find their cases taking them below the streets (see No Quarter #12 for info on the Watch Inspectors).

General Locations

Though the specifics differ greatly from island to island, certain types of underground locations appear throughout Five Fingers. When adventurers stumble upon an entrance to a tunnel or cove beneath the isles unexpectedly, consult the table below to determine the general type of location found. Do not give players the status of ruins or caves upon first discovery, but let them quickly gain information about the locale as their characters interact with their surroundings.

Random Underground Location Generator

Location Type	Inland (Orgoth)	Inland (Natural)	Coastal
Stable Ruins or Caves	1 – 35	1 – 20	1 – 25
Unstable Rubble or Cave-In	36 – 45	21 – 25	26 – 30
Historical or Religious Site	46 – 65	26 – 35	31 – 35
Squatter Residence	66 – 70	36 – 55	36 – 45
Storage Area	71 – 75	56 – 70	46 – 55
Black Market	76 – 80	71 – 80	56 – 65
Pit Fighting Arena	81 – 90	81 – 85	66 – 70
Hidden Haven or Port	91 – 100	86 – 100	71 – 100

Stable Ruins or Caves

Interlopers picked most of the more stable ruins or caves clean of ancient treasure and relics long ago, but like the tides of Meredius, the caverns' ownership changes through the decades, and new treasures (as well as new dangers) replace the old. Though unused caves do not pose a great risk of cave-in or angry tenants, the danger of creatures inhabiting the caves still accounts for the frequent deaths of those who ill-equipped to deal with lurking buzzard beetles, onkar, or vektiss (see *MN1*). Many unused caves also serve as passageways between more exotic locales beneath the isles, so one must always tread lightly.

Unstable Rubble or Cave-In

Whether a result of the Orgoth Scourge, an enterprising yet hapless miner, or the travels of burrowing creatures, areas of deep rubble or entirely blocked passages commonly appear beneath Five Fingers. These regions have fragmented the underground into an erratic smattering of caves rather than mimicking the lattice of the streets above them. Due to their largely untouched nature, areas of rubble and cave-ins remain a location of great interest to treasure-seekers and adventurers despite the fact that dozens disappear each year while exploring these locations. The most common encounters in these areas are cave-ins (see Cave-ins and Collapses, *DMG*, pg. 66), although natural beasties such as those found in stable ruins or caves may still choose to make these dangerous regions their homes.

Historical or Religious Site

Though the Orgoth destroyed what they could before leaving the islands, a number of Orgoth prisons, torture chambers, meeting halls, and shrines remain hidden deep beneath the streets of Five Fingers. These locations have much to offer scholars and treasure-seekers, but the extent of dark Orgoth magic remaining here makes them very dangerous. Foul creatures such as dreads and excrutiators (see *MN1*) have fed on the lingering dark energies and grown strong. They do not take well to intrusion upon their ancient homes.

Summoner's Refuge

(See Shrines, *Five Fingers: Port of Deceit*, pg. 52.) Any wishing to bargain with the Infernals will find the infernalist library known as the "Summoner's Refuge" a valuable resource. Scion Ekris greatly favors those who contribute to the lore of the Refuge and guides them along the path to greater intimacy with the dark powers.

This requires an offering of an original treatise on infernalism based upon personal experience (worth 25+ gp) or a book on infernalism not already a part of the grim archive (worth 100+ gp). Infernalists whose gift and faith the Lord of the Chosen finds sufficient receive a +2 profane bonus on all Diplomacy skill checks for a week. Forged documents given as offerings automatically fail to please the scion and curse the petitioner with a -2 penalty on all Charisma-based skill checks for a month. This requires a DC 24 Gather Information check (DC 14 for Thamarites who claim Scion Ekris as their patron).

Most of the historical and religious sites in the naturally occurring caves or coves of Five Fingers hold little danger to her citizens. For example, a smuggler's cove on Bull's Island now houses a small shrine to Ascendant Doleth due to the deathbed conversion of Captain Dorian "Bloodspike" Waites. Once a den of ruthless evil, it now stands as a place of hope for travelers of the seas. Thamar's worship exerts a strong influence in Five Fingers, however, and several smaller shrines exist underground where worshippers can practice their beliefs in secrecy. Scion Khorva's Shrine of the Silent Blade and Scion Ekris' Summoner's Refuge are just two examples of less pleasant religious sites beneath Five Fingers.

Squatter Residence

Disjointed cavern and tunnel sections beneath the city rarely draw the attention of influential criminal, political, or merchant interests. They serve instead as residences for the poor, the dispossessed, or the ostracized. Though most of these small subterranean residences house down-on-their-luck Thurians or Tordorans, a few boast more exotic tenants. A small group of satyxis has a secluded base beneath Doleth, and rumors continually circulate of a minor but growing tribe of bog trogs residing in a fresh-water marsh beneath Hospice.

Storage Area

Short tunnel sections are typically used to store goods. Most shops and taverns on the more elevated northern islands (Bull's Island and the Twin Islands) have at least some degree of underground storage due to space constraints on the surface. Captain's Isle also has a significant quantity of underground storage areas, but most rests in the hands of the High Captains rather than shopkeepers or tavern owners. They make ideal caches for goods or weapons the High Captains wish to keep away from the prying eyes of the Fingers Watch. Hospice Island lacks these hidden storehouses due to its low elevation above sea level, which makes it extremely difficult to keep the chambers dry. These areas present no intrinsic danger to adventurers, but their owners do not take kindly to uninvited guests. Known associates (or silver-tongued intruders) can avoid confrontation and may even find work as runners delivering money or goods to casinos, black markets, or hidden docks.

Black Market

With gold and the right contacts, almost any type of good can also be located in the black markets of Five Fingers. Black marketeers utilize arcane, mechanikal, and alchemical means to disguise their presence. Black markets beneath the streets of Five Fingers boast the same forbidden goods and services but cater to more exotic fare such as slaves, Cryxian goods, and proscribed tomes. One could traverse the mazes of Orgoth passages and natural tunnels beneath Five Fingers for weeks without ever stumbling upon a particular item for purchase. Tunnel urchins known as "blackpenny guides" offer their services readily, but many work for underground highwaymen more interested in lightening coin purses than in selling illegal goods. The black marketeers beneath the isles have a strict code and do not hesitate to slit the throats of those who threaten their business or reveal their location.

Pit Fighting Arena

Much like the black markets of Five Fingers, the pit fighting arenas beneath the streets mirror those above but with a darker complexion born of an existence away from casual observers. Underground pit fighting arenas appear more commonly in areas of Orgoth ruins than in naturally occurring caverns. Tales of ancient torture and carnage lend themselves well to brutal blood sports. The average pit fighting arena has little security, yet also has little to lose. They simply offer diversion from city life, and many permit fighters to enter the contests off the streets. Though far more brutal than the organized fights in the Southhold Warehouse Arena, most of these arenas take precautions to prevent the death of their participants. Waernuk's Death Pits (see below) are an exception to the rule. Their security is tight, their income is high, and death is a certainty.

Hidden Haven or Port

Though the dangers of cave-ins, wild beasts, and bloody arenas may sound like cause for alarm, the hideouts and coves used by gangs, smugglers, and pirates constitute the most dangerous locales beneath the surface of the islands. These locations, strictly off-limits to non-members, can quickly lead to a "kill or

be killed" scenario for trespassers. Many pirate coves also boast an additional danger of drowning if one is marooned there when the tides rise (see Water Dangers, *DMG*, pg. 304).

Specific Locations

Waernuk's Death Pits

One can find pit fighting in towns across the Iron Kingdoms. Combatants range from gobbers to gorax. The stakes of these games also vary greatly—some grant little but bragging rights while others determine the leadership of an entire village or clan. Though pit fighting is a found throughout Immoren, High Captain Waernuk has taken the blood sport to a new level of violence and a new level of profit.

Pit Blade

The official weapon of Wearnuk's Death Pits, the pit blade bears a passing resemblance to a short sword twisted nearly beyond recognition. Bristling with barbs, hooks, and crossblades, the pit blade is an intimidating weapon in the hands of those who have mastered its intricacies. The pit blade is an exotic one-handed weapon with the barbed (+1 damage) and cleft-bladed (+1 threat range) modifications (*IKCG*, pg. 176-177). Pit blades are almost never seen outside of the Death Pits and fetch a hefty price on the rare occassions that they surface on the black market.

	Cost	Dmg(S)	Dmg(M)	Critical	Range Increment	Weight	Type
Pit Blade	615 gp	1d4+1	1d6+1	18-20	—	6 lb.	Piercing

Waernuk keeps the location of his Death Pits a well-guarded secret, and individuals without a great deal of fame and influence within Five Fingers (a reputation score of 30 or greater) can expect to spend hundreds of gold just to learn the time, date, and location of one fight night. Fight nights occur every week, but the date and location changes constantly, even moving from island to island, meaning fight enthusiasts must be in the know.

Deep within Orgoth ruins, the main event at each of Waernuk's pit fights features no limits on the betting or the bloodshed. Fighters circle one another in former Orgoth torture chambers under the watchful eyes of wealthy merchants, influential politicians, and silent Orgoth visages stained by the blood of past fighters. These final fights of the night feature the barbaric pit blades, cutlass-like swords bristling with barbs, spikes, and blades.

Waernuk's stable of fighters for the early rounds includes hardened criminals and experienced gangers. Some of the current crowd favorites include Barnabas Laszlo (male Umbrian Ftr8/Rog3), an escapee from Blackstone Prison, and Mitchell Swain (male Scharde Enf6/Rog7), former captain of the *Bitter End*, a schooner in Waernuk's pirate fleet. Unlike the early rounds of the fight nights, the featured death matches involve fighters largely unknown to the audience. Past "volunteers" include lieutenants who have failed Waernuk, officers of rival interests and gangs, watchmen or watch inspectors who began to interfere with his business, and even merchants or politicians who avoided paying their debts. As the only "no limits" fight of the night, the use of unknown fighters ensures that the Death Pits remain a highly profitable business.

Chapel of the Dark Twin

Although Bellicose Island has the greatest elevation, the sheer size of Captain's Isle makes its underground world the largest and most complex. The western portion of the island is laced with tunnels that once comprised the Orgoth naval fortress and interrogation complex, and one could wander for weeks without finding a specific location beneath the isle.

Within the maze-like tunnels of western Captain's Isle the great Thamarite cathedral known as the Chapel of the Dark Twin lies hidden. This wonder of scavenged Orgoth stonework and dark magic has a beauty truly terrible to behold. The centerpiece of this unholy temple, a great window mosaic of tinted glass and human bones, does not showcase the radiance of the sun with beautiful colors. Rather, this window of darkness opens into a tunnel that never sees daylight and filters only the light from the Baleful Moon, Laris. Instead of brilliant golds and greens, this stained glass horror radiates only sickly purples and bloody reds. The bone altar beneath this wondrous window is known as Thamar's Bosom, and the rituals performed upon it are among the most sacred of all Thamarite ceremonies.

SKULLSHROUD PILLAR **CR 8**

Always NE Large Undead

Hit Dice: 20 (130 hp)

Immune: Cold

Resist: damage resistance 5/bludgeoning

Senses: darkvision 60 ft., Listen +0, Spot +0

Initiative: +4

Speed: 0 (0 squares)

Armor Class: 11, touch 9, flat-footed 11 (-1 size, +2 natural)

Base Attack/Grapple: +10/+22

Attack: Bone blade +17/+12/+7 melee (1d8+8/19-20), or bone spike +9/+4/-1 ranged (1d8+8/19-20)

Full Attack: 2 bone blades +17/+12/+7 (1d8+8/19-20)

Special Attacks: Aura of midnight

Space/Reach: 10 ft./10 ft.

Special Qualities: Undead traits

Saves: Fort +6, Ref –, Will +12

Abilities: Str 26, Dex 10, Con –, Int –, Wis 10, Cha 1

Feats: Improved Initiative

Environment: Underground

Organization: Solitary, pair, or hall (4-12)

Aura of Midnight (Su): The skullshroud pillar can use a move action to generate an effect identical to the *darkness* spell, save that it does not affect undead and clerics of Thamar, centered on the skullshroud pillar. Clerics of Thamar casting spells with the [evil] or [fear] descriptor within the area do so at +1 caster level and add +1 to the DC of saving throws against these spells.

In addition to the secrecy of the Thamarite septs about the cathedral's location and the natural defenses provided by the maze of tunnels beneath Captain's Isle, the Chapel of the Dark Twin boasts both arcane protections and numerous guardians drawn from the ranks of Thamar's faithful. A permanent *unhallow* spell tied with *dispel magic* protects the whole interior of the chape, affecting non-Thamarites entering the area. Experienced warriors and pious clergy of the Dark Twin stand beside powerful undead minions to defend the unholy site with great vigor and stop at nothing to destroy any intruders upon the desecrated ground. The rare few skilled or lucky enough to find their way into the cathedral itself face powerful enemies in the form of the bone pillars of the cathedral. Each an animate construct of Thamar's dark will, these pillars grow in size each year as the very bones of their victims supplement their strength. Mortayah Telim (female Tordoran Clr9), a woman capable of breaking a man's mind as easily as his body, oversees the chapel's defenses. She is said to be on comfortable terms with the chapel's undead sentries, who heed her commands as well as others of the Shroud sept enlisted to maintain security.

Additional information concerning the chapel's architecture, layout, defenders, and relics appears in Chapter Six of *Five Fingers: Port of Deceit*, pg. 131.

The Chatterstones

The Chapel of the Dark Twin is far from the only underground site in Five Fingers that holds great importance for the Septs of Thamar. The mass plague graves beneath Hospice, known as the Chatterstones, are another key location. The minimal presence of the Fingers Watch on Hospice coupled with the sheer quantity of corpses in the shallow graves of the Chatterstones guarantees that a few missing bodies here and there go unnoticed. This is not to say, however, that the tombs aren't dangerous. Even the boldest necromancer has cause for caution due to the threat of naturally occurring undead such as the disembodied or creatures such as crypt spiders (see *MNI*) drawn to graves.

The members of the Blackguard (*Five Fingers: Port of Deceit*, pg. 70) do what they can to combat the threats that rise from the graves of the Chatterstones. Even with assistance from Morrowans within the city, the Blackguard remain ill-equipped to deal with the root of the problem and can only provide a modicum of safety to the poverty-stricken citizens of Hospice Isle. The fact that they even minimally threaten the Thamarites of Five Fingers is both a blessing and a curse. Should the Blackguard ever draw The Shroud's ire, Coveward Bourg would soon find itself defenseless against the undead menace.

Most members of the Shroud prefer to work alone. A sub-sept known as the Deathkeepers Order, however, has begun to work together to advance their knowledge and provide mutual protection from the dangers of these mass graves. By cooperating rather than competing, the Deathkeepers have rapidly grown in power and influence within the Shroud. Some members of the Shroud's hierarchy view the Deathkeepers as a threat to eliminate rather than successful members to reward, due to their frequent and shocking experiments.

Deathkeepers

The Deathkeepers, a splinter cabal of the Shroud Thamarite sept specific to Five Fingers and based on Hospice Island, are a tight-knit group which has cultivated bonds of loyalty by recruiting from within families. Deathkeepers are obsessed with necromantic rituals and Scion Delesle is their patron. They are most interested in forming alliances with self-willed undead and encouraging the manifestation of the thinking dead. They have little interest in mindless thralls. Fully half of the Deathkeepers are blood relations of the current leader, Tybal Yorley, including all of his immediate family.

Secrecy: Secret (Gather Information DC 27); **Organization:** Structured; **Enforcement:** Harsh; **Size:** Cabal (16); **Operations:** Acquisition (remains of likely candidates for undead rites, such as the corpses of murder victims or murderers), Agenda (befriending self-willed undead), Rituals (fostering the rise of self-willed undead), Worship (Sc. Delesle, Thamar); **Alignment:** NE; **Member Assets:** 4,000+ gp (dwelling, cover identity, discrete laboratory and storage place for corpses, arcane paraphernalia and occult library); **Membership Requirements:** Apprenticeship (occult), Legacy (family), Sponsor (current member), Initiation (covert theft of a promising corpse); **Leader:** Tybal Yorley (male Thurian Nec7/Mal3)

The Pendrake Encounters lets you tag along with adventuring scholar extraordinaire, Viktor Pendrake, and his various pupils as they explore and investigate the lands and creatures of Immoren. To fully utilize these encounters, you'll need copies of *Monsternomicon, Vol. I* and *Monsternomicon, Vol II.*

By ***Luke Johnson*** *· Art by* ***Brian Snoddy*** *and* ***Chris Walton*** *· Map by* ***Josh Manderville***

The Pendrake Encounters

The Sand Dervish

> *The creature—for creature it was—appeared before me in a whirlwind. Its body was most curious, being composed of trickling sand. As it formed, the weapons it carried were obviously solid and deadly, and it held a mournful, serious look in its black eyes.*
>
> *—Viktor Pendrake*

The spirits of slain Idrian warriors sometimes gather the desert sand to form bodies for themselves. Tales say these sand dervishes cannot rest until they face death through honorable combat, and so they roam the deserts seeking worthy adversaries.

This encounter is designed for four PCs of around 9th level, though you can tailor it for more powerful parties by increasing the antagonists' hit dice. By default, it takes place in the Bloodstone Marches, although you can place it anywhere you like in Immoren. However, keep in mind that sand dervishes appear primarily in warm deserts.

Encounter Background

Two hundred years ago, Maresh, a great warrior in a tribe in the Bloodstone Marches, returned from a skirmish to discover his tribe's elderly shaman dead—not through battle or sickness but through poison. The assassin—an agent called Chinwa from the same rival tribe that had staged the skirmish—had even left a note taunting Maresh's tribe.

Maresh vowed revenge. He left his tribe and swore that he would not return until he had slain Chinwa. Unbeknownst to him, his son Traqual, already an accomplished scout, followed behind silently.

After much searching, Maresh cornered Chinwa in a deep cleft within a canyon. The two battled atop a sandstone arch as young Traqual looked on from hiding. Maresh struck Chinwa across the face, stunning him, and drew back his sword to strike the final blow. Traqual cried out at his father's imminent victory. Maresh, surprised, turned his head to see his son; Chinwa seized this momentary distraction. He stabbed a poisoned dagger into Maresh's stomach, shoved it upward, and twisted. Maresh fell. Traqual cried out again, this time in horror.

Chinwa drew another dagger, dropped from the arch, and advanced on Traqual, who wept and shrank before him. Before Chinwa could strike, Maresh, drawing on the last of his strength, pulled the poisoned dagger from his stomach and hurled it into Chinwa's leg. The assassin jerked in pain and surprise; Traqual recovered himself and stabbed his spear into Chinwa's chest.

The assassin was not undone so easily, but the blows had weakened him. Traqual and Chinwa battled for several minutes before the young scout overcame the assassin. Standing over the body of his foe, Traqual looked up to share his victory with his father but found Maresh dead, expired after flinging the dagger that had saved his son.

Traqual hung his head. He made camp. He prayed. He dug graves for his father and for Chinwa and buried the fateful dagger with them. He painted the story of Maresh and Chinwa's battle on the rock walls over the course of several days. Finally, he left.

Days later, Maresh, not knowing if he had saved his son's life or whether or not his enemy still lived, arose as a sand dervish.

Encounter Summary

The PCs encounter the sand dervish Maresh as they journey through the Bloodstone Marches two hundred years after his death. At first the creature appears as a simple sand storm, but it also appears to lead the characters into a certain canyon. The sand storm arrives at the place where Maresh and Chinwa died and assumes its true form. The dervish craves an honorable death in place of the treacherous poison that took its life long ago and desires to meet its end atop the arch where it fought the assassin. However, even this isn't enough. Only if the PCs unearth Chinwa's bones and allow the spirit to look upon them will Maresh's soul finally find peace.

Beginning the Encounter

The PCs first encounter the sand dervish as they travel through the Bloodstone Marches, near a tall rock wall, preferably at sunset. When you are ready to begin, read or paraphrase the following.

> **Read Aloud**
>
> The sun is just above the horizon and is a fierce blood red. Long shadows streak from the cacti and rock formations. Something moves several hundred yards ahead. Moving cautiously forward, you see a small whirlwind of sand twisting near the high rock wall to your left.

The whirlwind doesn't look particularly special or out of place at this point, but as the PCs approach it, it moves. It remains about 50 feet ahead of them (in whirlwind form the sand dervish can move up to 600 feet per round, so the PCs are unlikely to catch it if they try); after however much time you think is appropriate, it moves into the canyon to the PCs' left.

> **Read Aloud**
>
> The sand whirlwind has always kept a steady pace and distance. Abruptly, it darts sideways into a cleft in the rock face.

The whirlwind remains near the entrance to Area 1 until the dervish believes the PCs will follow it further on; it then darts away to Area 2. A Survival or Knowledge (nature) check (DC 10) reveals the movement of the whirlwind to be unnatural. See Area 1, below, for more information on what the PCs might find there.

Encounters

Consult the map on the following page for the keyed encounter areas.

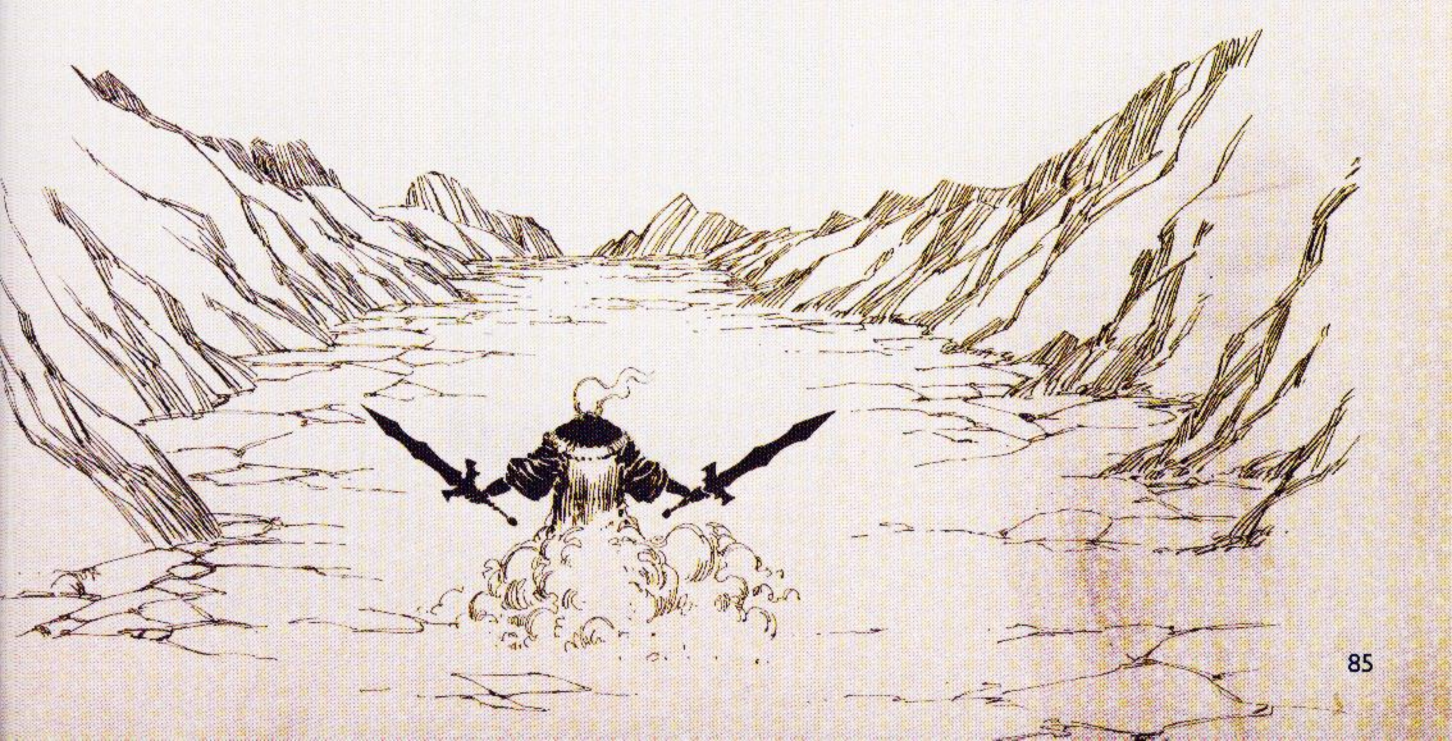
Area 1—Entrance [EL 9]

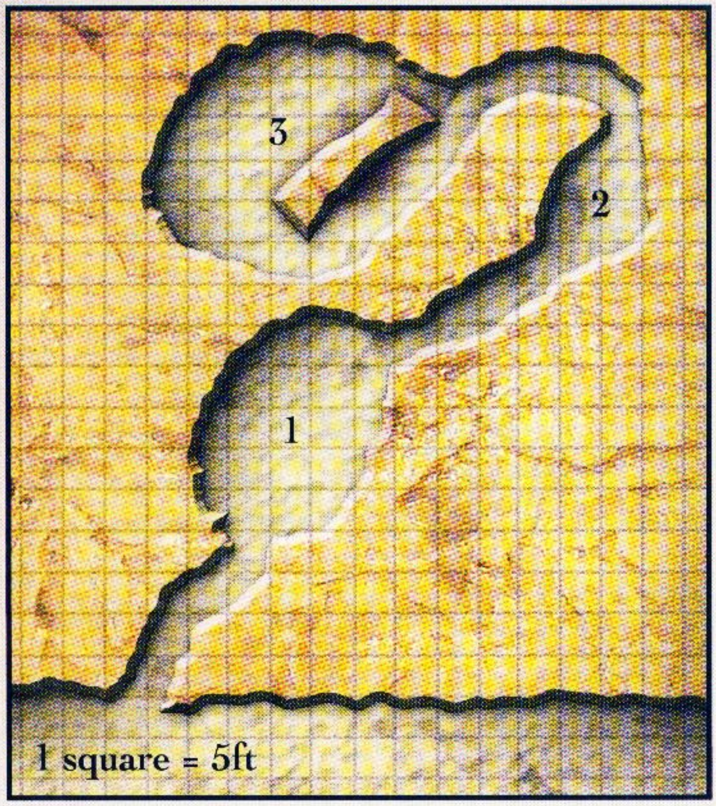
> **Read Aloud**
>
> The narrow cleft widens here into an area perhaps 40 feet on a side. The rock walls are rough but rounded at the edges and grooved from the blowing sand. The ground is a mix of pale sand and broken chunks of red stone. More frightening, a number of human skeletons, their bones chipped and rough, lie about.
>
> Ahead and to the right, the walls narrow to create a passage deeper into the canyon. The sand whirlwind spins by this entrance, as if waiting to make sure you followed it, and then vanishes down the passage.

Creature: After Traqual returned to his tribe and told his people of Maresh's death, the tribe's new shaman used powerful necromantic magic to create a guardian for Maresh's final resting place. A sepulchral lurker lairs here. The skeletons attest to the few explorers who stumbled into the canyon over the past two hundred years.

- **Sepulchral Lurker:** 55 hp. See *Monsternomicon, Vol 1* (pg. 152) for full statistics.
- **Human Warrior Skeletons (6):** 6 hp each. See the *MM* for full statistics.

Tactics: The sepulchral lurker is buried in the sand not far from the entrance. When the PCs get about halfway across this area, the skeletons come alive and the sepulchral lurker bursts from the ground behind them. It opens the battle with its breath weapon before charging into melee.





Treasure: One of the skeletons wears an ancient gold ring studded with diamonds (2,000 gp). In addition, another item of interest lies buried in sand and rock chips (Search check (DC 20) in the hole from which the sepulchral lurker emerged. It is an old stone slab, about the size of a palm, with words painted in ancient Idrian. A Knowledge (history) check (DC 15) identifies the writing, while a Decipher Script check (DC 25) allows a character to read it. It reads: "This beast is set to guard the resting place of the warrior Maresh. Speak his name with pride in the passage beyond to proceed safely."

Area 2 - The Angry Earth (EL 8)

> Read Aloud
>
> The passage widens slightly then narrows again and continues on. The sand whirlwind waits near the opposite passage. It drifts back and forth before disappearing into the shadows beyond.

The tribe members placed a trap here for those who managed to defeat the sepulchral lurker (which no one had done before the PCs showed up). However, they allowed that someone (possibly Maresh's kin) may want to come here to honor the fallen warrior. Defeating the lurker would prove the worth of such a person, so they included a magical bypass on the trap.

Trap: Stepping into the open area causes the ground to buck, the walls to rumble and shake, and rocks to spill down on the interlopers. Speaking the name "Maresh" anywhere in this area disables the trap for 24 hours.

***Earthquake* Trap:** CR 8; magic device; proximity trigger (alarm); automatic reset; spell effect (*earthquake*, 13th-level cleric, 65-ft. radius, 8d6 damage and pinned beneath rubble, Reflex save (DC 15) for half); Search DC 32; Disable Device DC 32.

Area 3—Ancient Battleground (EL 10)

> Read Aloud
>
> The rock walls widen to create a small enclosure within the canyon, like a room or chamber. No exits lead from this place. Thick red sand, piled in small dunes in some places, covers the ground. A red stone arch rises from the sandy ground and stretches across empty space before descending to merge with the rock wall about 5 feet up. Perhaps even more impressive, the rock walls, starting at 6 feet up, are all covered in ancient script in white paint. Though old and faded, the symbols are largely still legible. To your left, the script surrounds a drawing of what looks like the arch in this chamber. In the painting, two stick figures, one with two long swords and the other with a shorter blade, battle atop the arch.
>
> In the center of this quiet place is the sand whirlwind. It spins faster and faster, and then resolves into a man holding two swords. The man's body and weapons are composed of trickling sand; a constant stream runs down each sword, over the man's hand, and softly down into the sand below. The warrior surveys you, then points one sword at [it points to the PC who is most fighter-like], nods, and then looks up to the arch. It looks back down at you. Its expression is difficult to read, but the creature conveys a feeling of both expectancy and sadness.

The sand dervish wants to duel the indicated PC, one-on-one, atop the arch. However, it allows the PCs to explore this area, simply watching if they search it or read the writing here.

A Knowledge (history) check (DC 15) reveals the writing as an ancient form of Idrian. A Decipher Script check (DC 25) or an appropriate spell allows a character to read the text; some of it has worn away, but the rock enclosure has protected it from most of the elements. This is the story of Maresh, Chinwa, and Traqual, as explained in "Encounter Background" that Traqual painted after the battle was over. The painting of the arch and the dueling figures obviously depicts the battle between Maresh and Chinwa. Since Traqual wrote the text, it makes many references to "the treacherous Chinwa" and his "dishonorable poison" and paints Maresh as a great and exalted warrior. Traqual downplays his own part in the battle, but he does identify himself; the text begins, "I, Traqual, son of Maresh, write of my father's end at the hands of the evil Chinwa." Feel free to paraphrase the encounter background if the PCs read this information.

A Search check (DC 15) of this area reveals two irregular stone slabs, each about 18 inches high, buried in the sand near the far wall. Each slab has an ancient Idrian symbol painted onto its surface, one for the name Maresh and one for the name Chinwa. Traqual used these stones to mark the graves, but they have long since fallen and been partly covered with sand. A concerted digging effort (1 man-hour of work) unearths the bones, buried several feet beneath the sand. Among the bones is a single dagger — the dagger that Chinwa used to slay Maresh, and the dagger Maresh then flung into Chinwa to save his son's life.

Creature: The sand dervish likely battles the PCs here.

- **Maresh, Sand Dervish:** 78 hp. See the end of article; For the complete stats, see pg. 138 in *Monsternomicon Vol. II: The Iron Kingdoms and Beyond*.

Tactics: If the challenged PC climbs to the top of the arch (5 feet wide and 20 feet long), the dervish briefly assumes whirlwind form and flies up there as well. It then resumes humanoid form, salutes its opponent, and attacks.

The PCs may share equipment or cast beneficial spells on the chosen character before he climbs to the arch, but the dervish considers such help dishonorable after the PC steps up to the battlefield (see below).

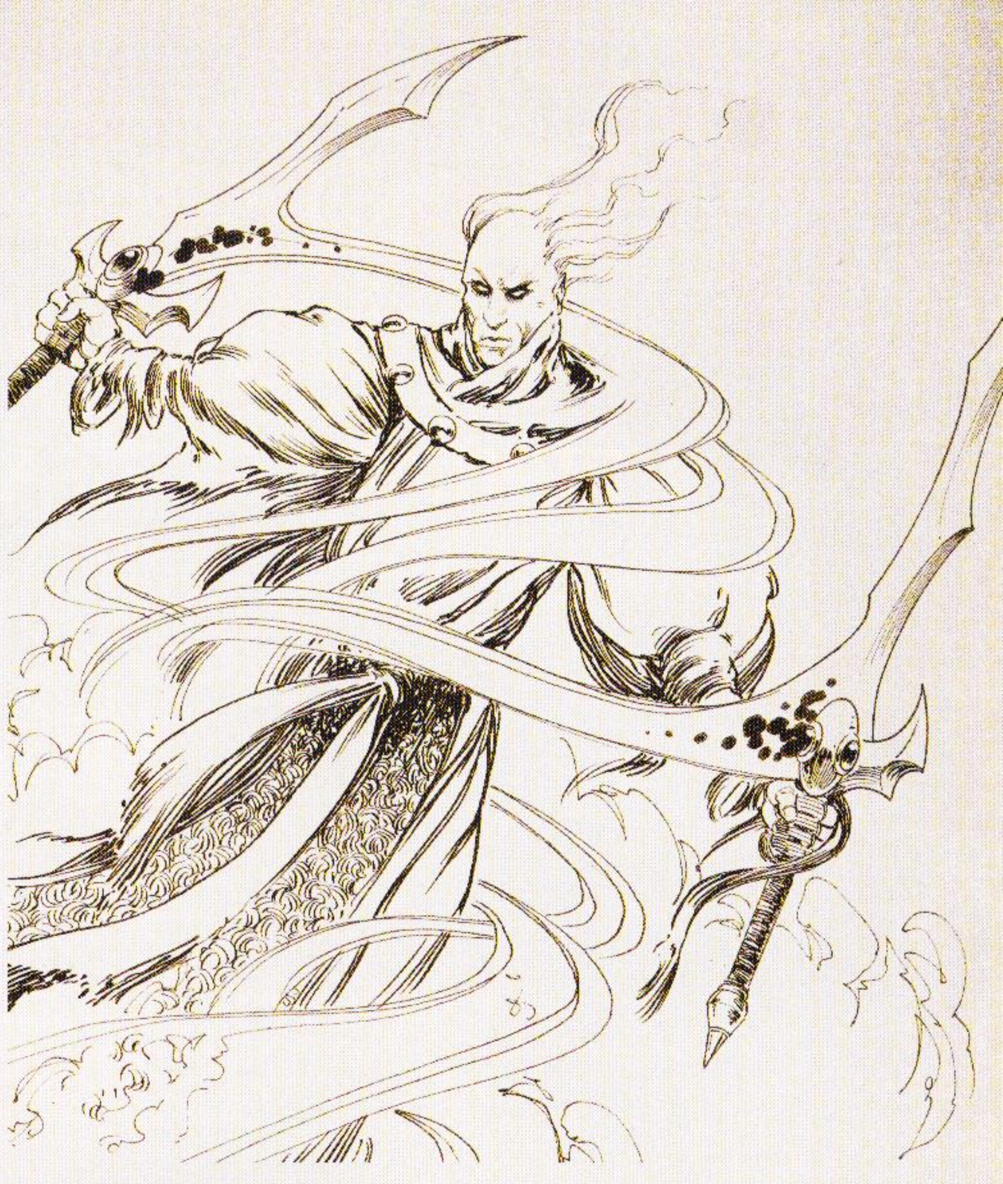
As long as the chosen PC fights the dervish alone, and does so honorably, the sand dervish does not use any of its supernatural abilities (sand step, shredding sand, or blinding sand). It simply battles with its two swords. However, if the PCs attack it before it reaches this area, if the chosen PC leaves the arch, or if the other PCs attempt to help their companion (either by directly attacking the dervish or by healing or lending similar aid to the duelist), the dervish responds by angrily clashing its swords together, shaking its head, and pointing emphatically at its chosen opponent. The PCs get only one warning; if they persist in breaking its rules, the dervish uses sand step to get into the best possible position, then uses shredding sand on the group. It then uses sand step to attack the most vulnerable of the PCs.

Development: If the chosen PC fights honorably and defeats the dervish, it dissipates. The PCs may feel they are victorious, but read or paraphrase the following:

Read Aloud

The creature staggers, then smiles. The sand composing its feet whips away, flying off in a nonexistent wind. The creature unravels from the ground up, its form whirling into the air. It salutes you with its swords one last time, a look of happiness and peace on its face, before it disappears entirely.

Almost. Its sand swords tumble to the ground and land, point downward and quivering. The sand that once composed the creature's form whirls faster and faster through the air, and a keening, quiet at first, grows in volume until it is a howl of anguish. The sand flies back together. It reforms the warrior, standing near his swords. The creature reels, as if about to fall, then with great and heavy weariness, pulls both swords from the ground. It looks down at them. It looks back up at the arch. A look of profound sadness is on its face. It shakes its head. It then slowly walks to the painting of the arch on the wall and looks at it. It points a sword at the figure with the small blade fighting on the painted arch. The creature then looks around the area as if expecting to see something. Then, slowly, its sand moves, and the creature turns back into a whirlwind. It moves listlessly among the rocks, ghosting past the arch and the walls.



SAND DERVISH

Sand Dervish: CR 10; Medium undead (incorporeal); HD 12; hp 78; Init +7; Spd 20 ft, wind walking*; AC 15, touch 15, flat-footed 12; Base Atk +6; Grp +12; Atk +12 melee (1d8+12/17-20, *+2 longsword*); Full Atk +12/+7 melee (1d8+12/17-20, *+2 longsword*); Space/Reach 5 ft./5 ft.; SA blinding sand*, shredding sand*; SQ body of sand*, fast healing 5, perfect two-weapon fighting*, rejuvenation, +4 turn resistance, wind walking; AL LN; SV Fort +4, Ref +7, Will +8; Str 22, Dex 17, Con —, Int 10, Wis 11, Cha 14.

Skills and Feats: Bluff +17, Knowledge (any two) +15, Sense Motive +15; Ability Focus (shredding sand), Dodge, Greater Weapon Focus (longsword), Greater Weapon Specialization (longsword), Improved Critical (longsword), Improved Initiative), Improved Two-Weapon Fighting, Mobility, Spring Attack, Two-Weapon Fighting, Weapon Focus (longsword), Weapon Specialization (longsword).

* See *Monsternomicon Vol. II: The Iron Kingdoms and Beyond.*

Defeating the dervish isn't enough to banish Maresh's spirit — though Maresh thought it would be. In reality, the spirit needs to know that its old enemy is dead. The PCs can accomplish this in one of two ways: they can read the story on the walls aloud to the sand dervish (though they must do so in ancient Idrian), or they can unearth Chinwa's bones and show them to the spirit. If they do this, a look of happiness crosses the dervish's face, and the sand that formed its body falls inert and lifeless to the ground.

If the PCs successfully banish the spirit in this way, award them XP as if they defeated it in combat — even if they never did fight it.

Treasure: The dagger buried with the bones is a *dagger of venom* of ancient design.

WEEKEND INVITATIONAL

The sounds of battle filled Privateer Press headquarters one weekend in April when we invited our hard-working Press Gang and select others to visit for a solid weekend of WARMACHINE. Our guests came from every corner of the world—the record for "Longest Distance Traveled" going to a Press Ganger from Japan—with fully painted armies ready to do battle with the Privateer Press staff.

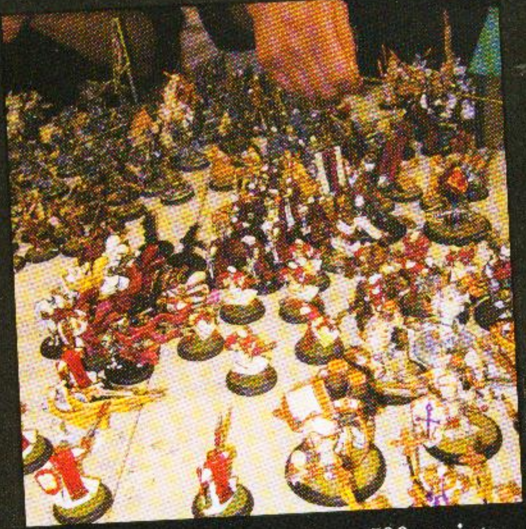
On Saturday, Hardcore was the format of the day. Because they work tirelessly judging and running events for their player communities, dedicated Press Gangers rarely get to compete like this, and they took to it with typical pirate spirit. It was great to give these guys their chance at glory on the tabletop! Sunday saw a massive conflagration as players joined teams to duke it our for faction supremacy on a massive nine table battlefield, playing in an innovative cross between Theater of War and Tour of Duty. Here are a few photos to give you a taste of what it was like.

The Protectorate and Khador butt heads in just one of dozens of battles.

Doug Seacat stops writing about WARMACHINE so he can actually *play* WARMACHINE.

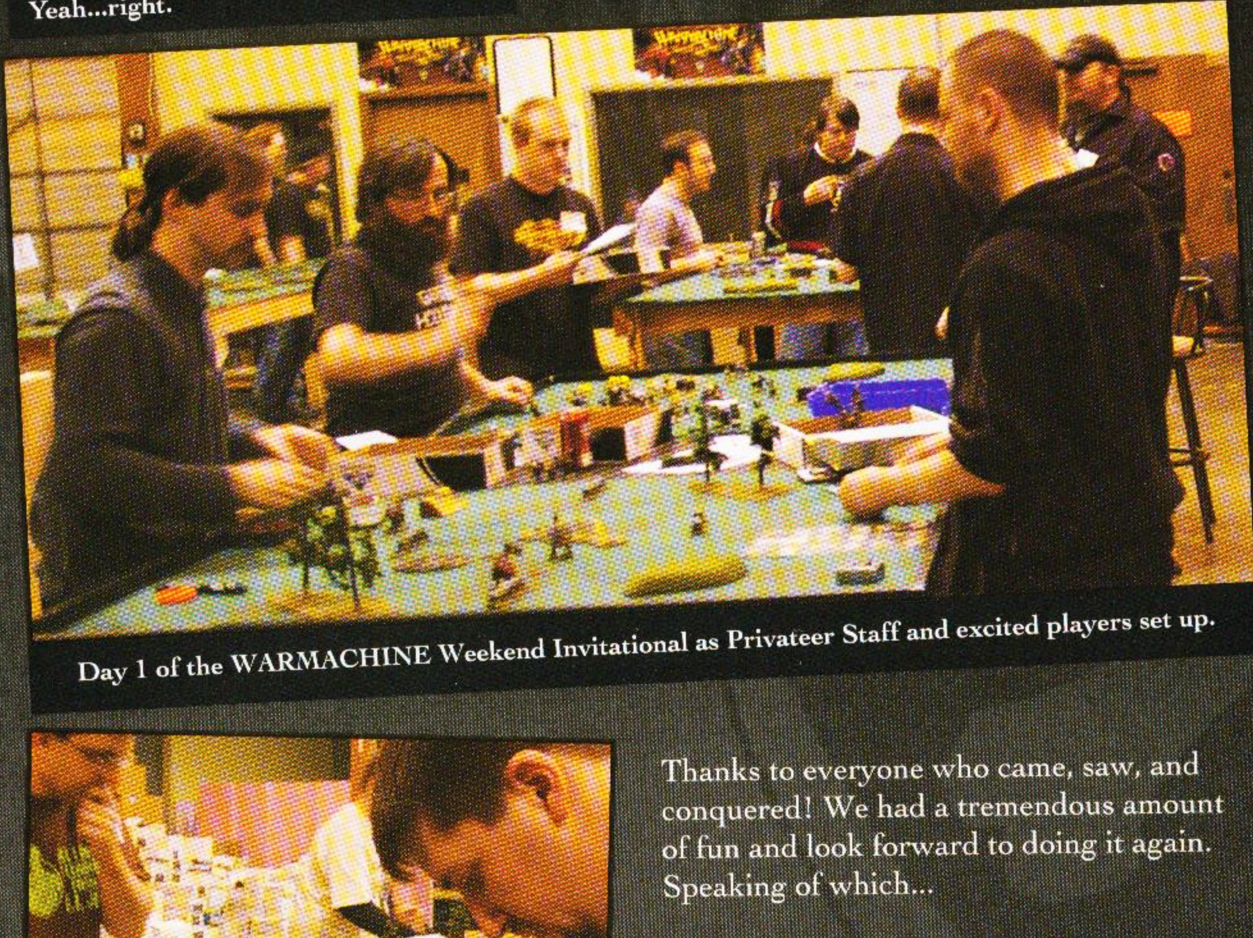
Staff and guests mix it up in a massive battle that took an entire day to play.

For the Motherland! Khador proved victorious on Sunday's massive Theater of War Live tournament.

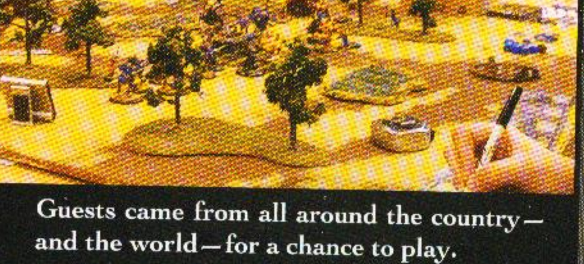


Just a little more than 500 points. Yeah...right.

One of the several great paint jobs brought in by the guests. See page 95 for another sample of what players brought with them.



Day 1 of the WARMACHINE Weekend Invitational as Privateer Staff and excited players set up.



Guests came from all around the country—and the world—for a chance to play.

Thanks to everyone who came, saw, and conquered! We had a tremendous amount of fun and look forward to doing it again. Speaking of which...

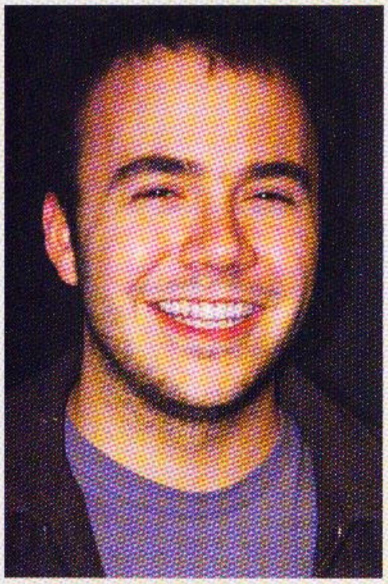
Are you willing to come visit us in Seattle for an exclusive Privateer Press weekend event? We'd consider it, so let us know! Sign up to our news list for more info at:

PRIVATEERPRESS.COM/
INVITATIONALINFO/

Hardcore Decisions

Strategies and Opinions From Two Hardcore Champs

Are you Hardcore material? Hardcore is the ultimate WARMACHINE tournament experience featuring timed games, requiring fully-painted armies, and demanding a total mastery of the game. With awards for best painted army, fastest 'caster kill, most victory points accumulated, and the overall champion, real bragging rights are up for grabs. We sat down with two winners of last year's tournament to get their opinions on how to best prepare and play in Hardcore.



David Dauterive

Executioner Award Winner

You know, I have always wondered something. Why settle for simply cutting the head off of the snake when crushing it to a bloody pulp, talking mad smack to a now ceased-to-be object, and *then* stepping on its head is more fun?

That's what it means to be a Hardcore Executioner. You do not settle for the quick kill. Painting is fun but does not win games. Overall winner? Yeah, someone has to win it, but to go for the Executioner title you need to become utterly ruthless.

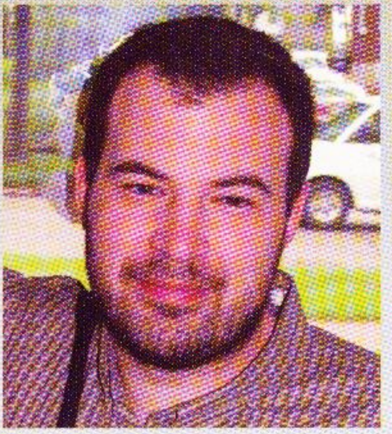
Crush your opponent's army. Break it's back before he even realizes what happened, and then gleefully watch as your enemy flounders around trying to maintain a battle line against you. Strike him hard and fast. Get the first blow in, but make it so hard that he has no option but to go on the defensive. Back him into a corner where you can bring numbers to bear. How does one accomplish this?

Control the battlefield. If you control the flow and movement of models, then you can pick your fights. There are many great warcasters for all factions who excel at this. The Old Witch (duh!), Irusk (ma pappy), Kreoss (old school), Coven (Grrr...), and, of course, Haley (that little minx). I am surprised that I do not see nearly as many original Haley armies out there, even after the change to Temporal Barrier. Remember that, in addition to almost guaranteeing no counter charges, models suffer -3 DEF! Let the guns fly! Effectively, your Long Gunners are now blazing away with three (using her feat Blitz) RAT 9 shots! Kiss those infantry good-bye! Debuffs for the win!

Next, having models that hit like a ton of bricks always helps: Doom Reavers, Exemplars, Bane Knights, and anything with CRA for Cygnar. Know your math. If you hit an ARM 15 Stormblade with a P+S 13 Reaver rolling at least 4D6 on the charge, do not even bother rolling. That eats at your clock. Nothing is more gratifying than hitting a unit and saying, "Hit. Dead. Hit. That's dead too. Hit. See first, sap."

Ensure that your troops meet the enemy using Reach, Pathfinder, Furious Charge, Advance Deployment. The sooner you can engage your enemy, the sooner he dies. These abilities also allow you to turn the terrain into a weapon. Force your opponent to choose where to commit his troops, but make sure you have another unit waiting to pounce on him.

Finally, know your opponent's capabilities. Become familiar with the potential of your enemy's army. This helps you plan your own course of action and hopefully keep your own troops alive long enough to deliver the killing blow.



Brian Speicher

Mage Hunter & Vanquisher Award Winner

You have several fundamental concepts to consider when preparing for a Hardcore tournament. First of all, games last six turns if the warcaster does not die first. This highlights a very important difference between Steamroller and Hardcore. Steamroller format games often last only three or four turns, which makes feats more powerful. In Hardcore, there is actually time to recover from an opponent's super-powerful feat. For this reason, I believe that the common reliance on strong feat warcasters is a poor choice in Hardcore. Ideally, you want a warcaster with strong spells and abilities and a supportive, but more secondary, feat.

Time during each turn is also important. Most everyone will get all their models moved during most turns. However, you're somewhat limited in your ability to plan ahead and spot an opponent's assassination attempts. This also leads me to believe that using a "one-trick pony" is a very bad idea. If an army has a very obvious (even if powerful) combination, then a good opponent can more easily spot and prevent it. An army able to threaten in multiple ways has an advantage. If a player relies on their warcaster, anyone can figure out the threat range and stay outside of it. However, if a player relies on several different ways to attack (for example, through multiple arc nodes), their attacks become harder to spot and prevent because of the lack of time. A strike that may not be possible in Steamroller, where the player takes a longer time to look at the entire battlefield, is very possible in Hardcore.

The choice of warcaster is still obviously the most important aspect of a Hardcore tournament. Here are a few suggestions, but all depend heavily on a player's preference. Choose a warcaster that is going to go for the throat, or a warcaster that is nearly invulnerable to assassination. For a warcaster to be a good assassin, they should have a reliable way to defeat both high ARM and high DEF. If they do not, there is a good chance they will run into someone they cannot kill and then will likely be at a disadvantage. A defensive warcaster must have a way to block spells and ranged attacks. In addition, it must have some buffs or ability to significantly help in the battle for victory points, as that is how a defensive warcaster generally wins.

Of all the warcasters available, a few stand out as prime examples of these two play styles. The Coven or Deneghra exemplify ideal offensive warcasters. The Coven has the ability to set up and hit an opponent with three boosted Stygian Abyss spells on any given round. They can do this from a safe distance because a running bonejack with Ghost Walk, and possibly Infernal Machine, can cover a lot of distance. This sort of attack from many angles and long distances makes them hard to stop. In addition, a failed assassination attempt only means that the Coven loses a bonejack and can try again. This is very different than Kreoss popping his feat to knock a warcaster down and then failing to kill him or her. Deneghra is very similar in that her spells (and feat in this case) can be used to weaken an opponent's warcaster and the actual killing can come from many different sources. This is because POW 12 or 14 will often finish a knocked down warcaster with his ARM lowered by 3 or more. The prototypical defensive warcaster is Haley. Temporal Barrier is only part of it. The Vortex Spear is also very important as any assassination attempt that relies on spells can be easily negated. The combination of her feat and Temporal Barrier also means that she can often get the lead on victory points in a contest.

Build a strong, adaptable list around a warcaster who can either assassinate or avoid assassination well, and plan for the long game. Properly handled, this sort of list can take you all the way to the top.

— Brian Speicher

Learn more about the first Hardcore and read interviews with David and Brian in No Quarter #9.

This year's Hardcore at Gen Con Indy begins Saturday, August 18 at 10:00 am. It's not to be missed. Find out more at:

events.privateerpress.com

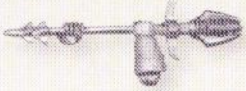
PARTS BIN

JUST A FEW PARTS IN OUR MASSIVE ONLINE CATALOG

WEAPON SAMPLES

Black Ogrun
Harpoon Gun

Black Ogrun
Hook



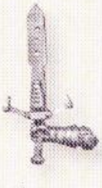
Father Dumas (RPG)
Mace

Var. Manhunter
Right Arm Axe

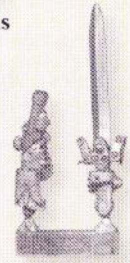
Covenant of Menoth
Staff

Captain Maxwell Finn
Mini-Slugger

Alexia Ciannor (RPG)
Sword



Var. Journeyman Warcaster
Sword



Julian Helmstrom (RPG)
Sword & Pistol Sprue

Var. Manhunter
Left Arm Axe

NEW PARTS SAMPLES

Commodore
Cannon Ammo

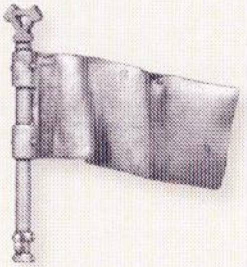
Mariner
Smokestack

Mariner
Ammo Chest

Mr. Walls
Monkey

Doc Killingsworth
Cleaver

POPULAR PARTS



Man-O-War Kovnik
Banner

Behemoth
Spike Sprue

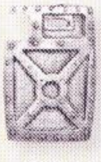
Sword Knight
Shield

Highshield Hammerfall
Pack

SHIELD SAMPLES

Bane Knight

Cataphract Cetrati



Hammerfall Highshield

Iron Fang Uhlan
Leader's Shield

Kriel Warrior

Centurion

Lancer

Sir Ekkrion

Sentinel

Temple Flameguard

Totem Hunter

Get these parts and more at

store.privateerpress.com

MONSTERNOMICON VOL. II

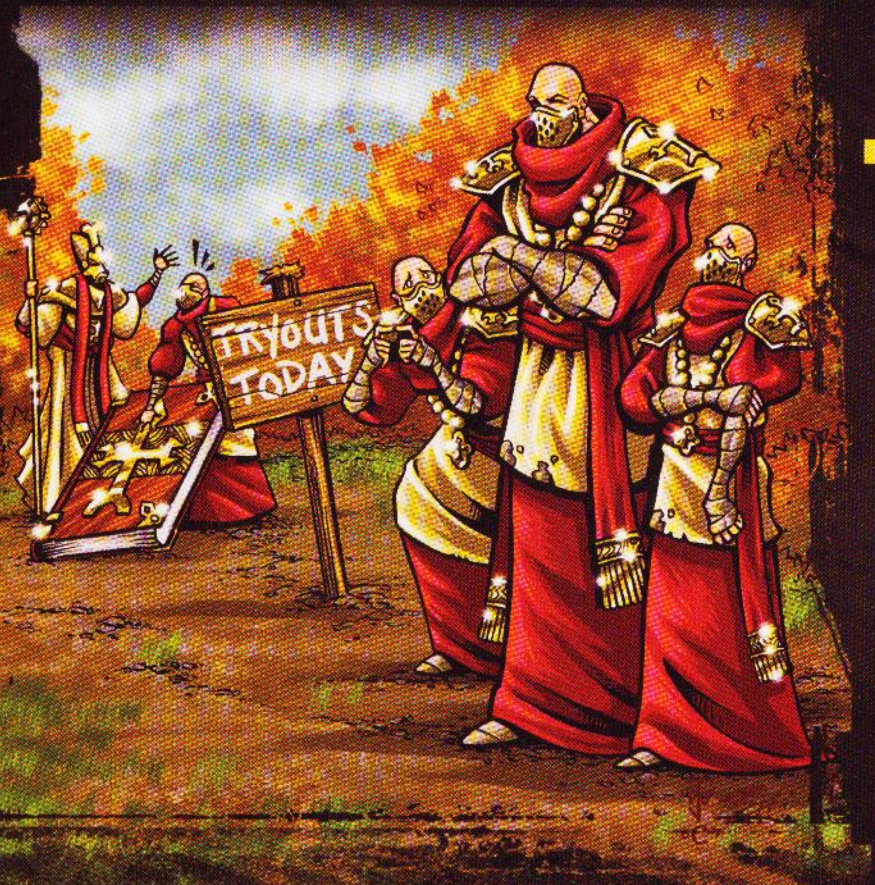
MONSTERNOMICON™
~ Vol. II: The Iron Kingdoms and Beyond ~
IRON KINGDOMS™
PRIVATEER PRESS

HUNT IT DOWN THIS JULY!

www.privateerpress.com

DRAWN·AND·QUARTERED

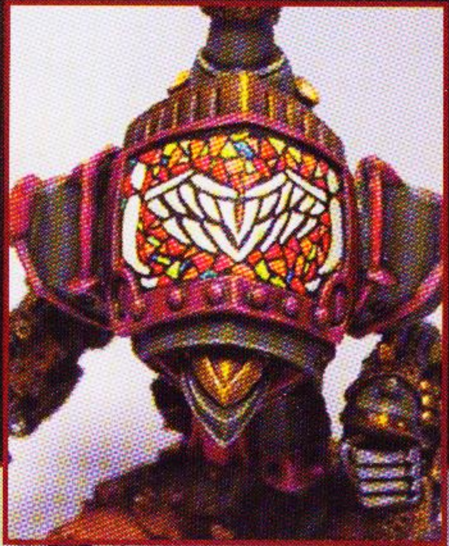
by **Chris Walton** and **Rob Hawkins**

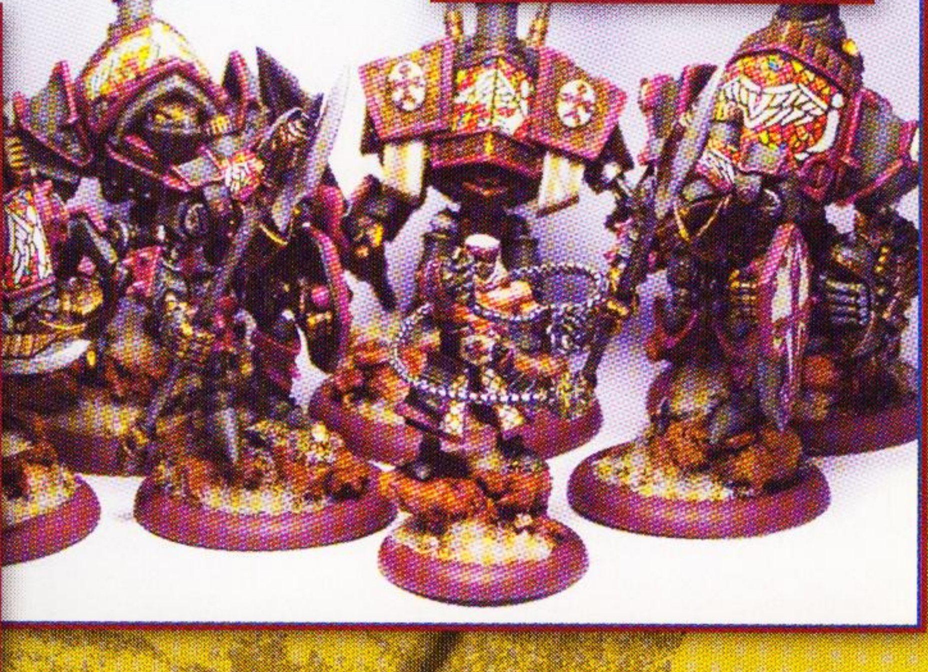


THE PLAYER GALLERY

Fragile: Handle With Care

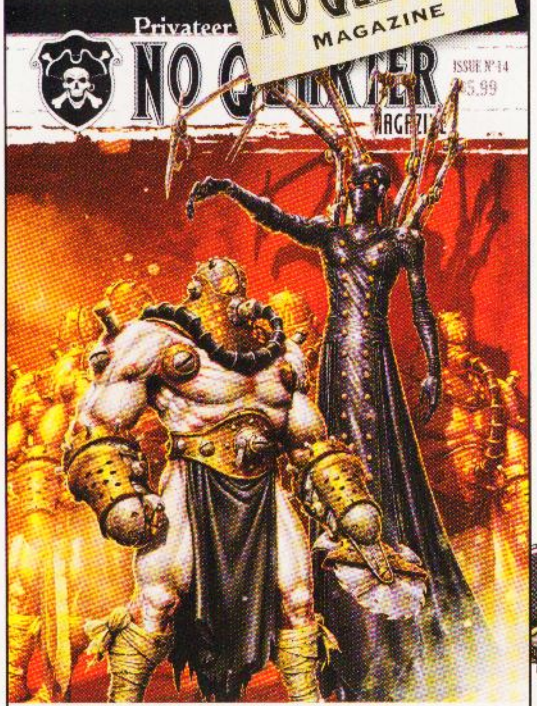
Dietrich "Deke" Stella's fantastic and unique paint job shows that only the Protectorate of Menoth can make stained glass windows with ARM 19.



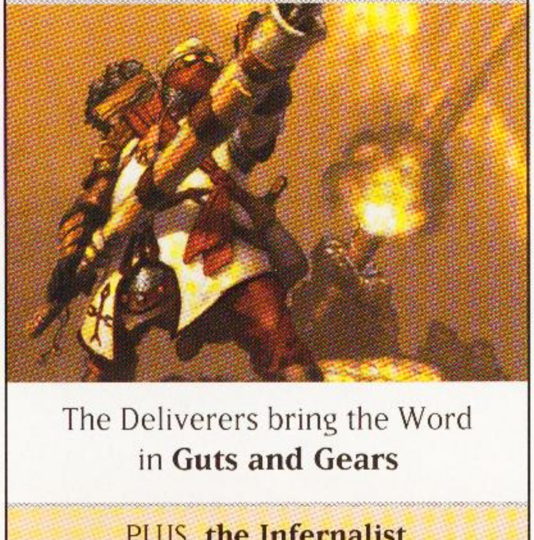


THE POOP DECK

IN THE NEXT
NO QUARTER
MAGAZINE



Get a little help from your friends.
Allies in WARMACHINE



The Deliverers bring the Word
in **Guts and Gears**

PLUS, **the Infernalist,**
Evolution Cavalry Tactics,
and the making of the
Castle of the Keys

Building a Better M~~ouse~~ Gobber! Trap

Recently, the No Quarter staff sat down with Developer Rob Stoddard to play a few games of Infernal Contraption, the new stand-alone card game from Privateer Press releasing this July. The game is designed for 2-4 players and has everything you need to play right out of the box. We also noticed the box has space for an additional deck, which Rob tells us is for an expansion which will follow at a later date.

The game is easy to learn and involves goblins bodging together machines out of mechanical, alchemical, voltaic, and steam-powered parts, all while you try to render your opponent's parts pile to scrap. The last goblin with spare parts standing wins.

It was tremendous fun having our goblins build enormous, backfiring, and dangerous magic machines out of parts like Arcantric Funnels and Omega Lasers. One-on-one games can turn into a heated race to see who can build a bigger (or badder) machine and we found that bigger isn't always badder. The game provides you the choice between bodging together a self-sustaining mechanical monstrosity or a compact, but powerful and well-oiled machine that eats through your opponent's parts pile like a Deathripper on a necrotite binge.

We found four-player games run even faster, making the game perfect for between rounds of WARMACHINE. Rob told us "Infernal Contraption is designed to play even faster for four-player games so you can get lots of action in at a moments notice."

We know we'll be carrying our decks with us when it's time to relax after a long day at the convention booth.

Vicious Siphon
Diabolic Dev
Wind Up Acc
Put the top card of your opponent's Parts Pile on top of your Parts Pile.

The forces of HORDES and WARMACHINE collide this summer! Read the story on page 36 and play in the Summer Rampage league on page 46.